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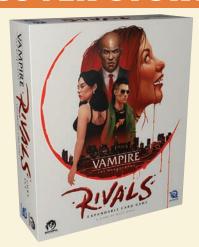






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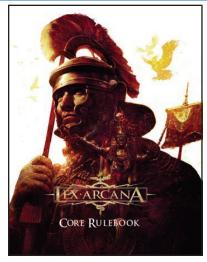




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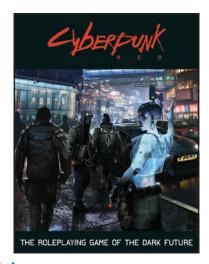


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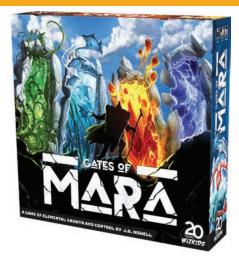
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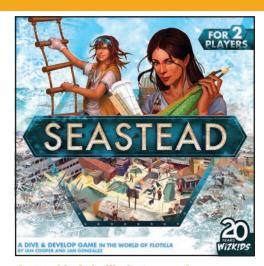
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# FROM THE EDITOR

#### **Greetings Dear Readers!**

Welcome to your September issue of Game Trade Magazine!

I've mentioned this before, but it's not uncommon for many magazines to take the opportunity for some reflection with their September issue, and this one's certainly no exception.

It has definitely been an interesting year, with some very unique challenges — COVID-19 has altered pretty much every aspect of how we socialize with each other, and — of course — the impact on how we game together cannot be underestimated.

I am always impressed with how innovative and creative gamers are — in the absence of in-person play around a table, folk have taken to using whatever is available at their disposal to continue to game with their friends and family. I'm not overselling it when I say it's been inspirational to watch unfold as gamers find new ways to stay in touch via technology.

Your favorite publishers and Friendly Local Game Stores have faced incredible obstacles as well — with manufacturing and inventory chains disrupted industry-wide, there have been many challenges maintaining this hobby we love and they have all done a tremendous job. We here in the *GTM* Bullpen definitely appreciate all of their effort and hard work. Thank you all.

And speaking of our publishers, it seems very apt that our September issue shines a spotlight on some fan-favorite brands and products enjoying a renaissance!

First up, Renegade Game Studios revisits the World of Darkness with their all-new *Vampire: The Masquerade Rivals* expandable card game. In *Rivals*, players lead their chosen Clan as they navigate the subtle underworld of unearthly politics and intrigue as they work to supplant their adversaries.

Next up, Calliope Games revives a beloved classic; in Station Master, your job is to keep passengers happy and ensure trains leave the station on schedule. With beautiful new art and easy-to-learn rules, we're sure Station Master will be a new favorite for many.

Last, and certainly not least, *Cyberpunk Red* brings us back to a world of dark deals and shiny chrome. R. Talsorian Games gives us a glimpse of what the year 2045 may yet bring, at least in the grim aesthetic of a future world in recovery from a corporate war.

In parting, the GTM Bullpen all hopes that you and yours are safe and well. I also humbly request that you join me in wishing my father a very happy birthday. I can honestly say I wouldn't be here today without his challenging me with chess, *Risk* and a slew of Avalon Hill games at an early age.

Happy Birthday Dad! <3

Stay safe, and game on everyone,

-JG



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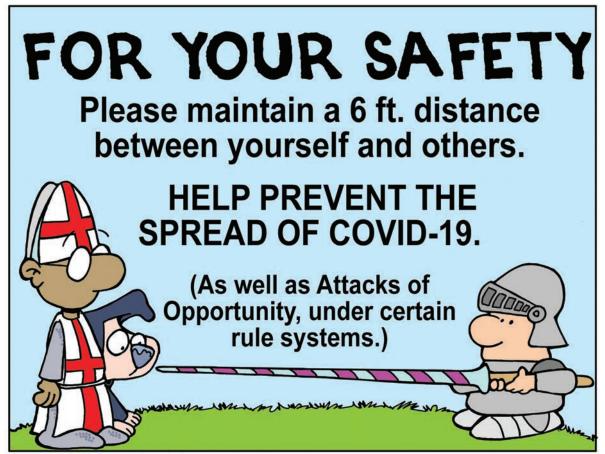
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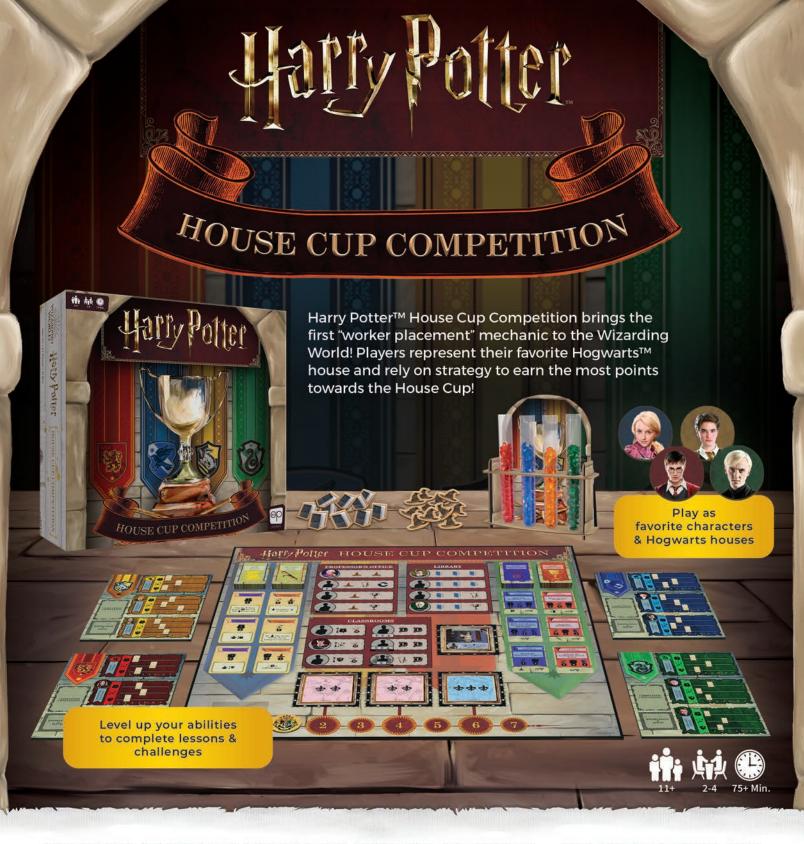
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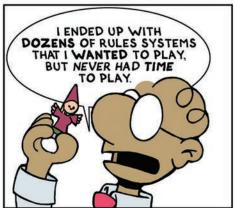


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# EXCLUSIVE COMICS









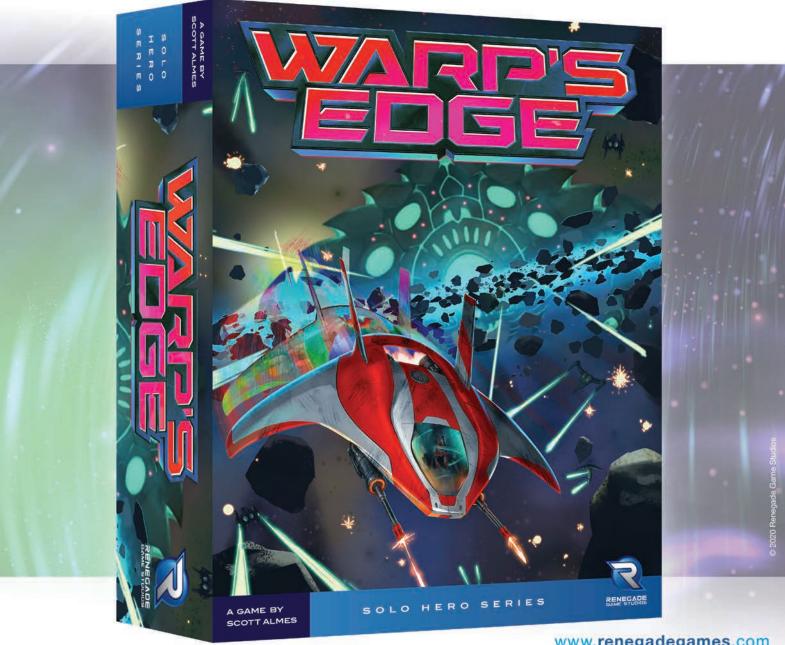




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You are rookie pilot, Taylor Minde. Stranded in the far reaches of space, you emerge from hyperspace to find yourself on the doorstep of the enemy fleet! In the instant before you are blown up, you warp back to the start of the battle. The enemy fleet is in front of you again. But your laser batteries have reset, too. You have a second chance, and now you know what's coming...

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247 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds* and *hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



#### WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

#### **GAME TRADE MAGAZINE CONTENT**

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





**DESIGNER DIARIES:** These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly *only* found in **Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (*FLGS*) or Comic Store's (*FLCS*) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

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#### **HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

#### GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

#### OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

# SPOTLIGHT ON

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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QUERADE



#### **RIVALS ECG**

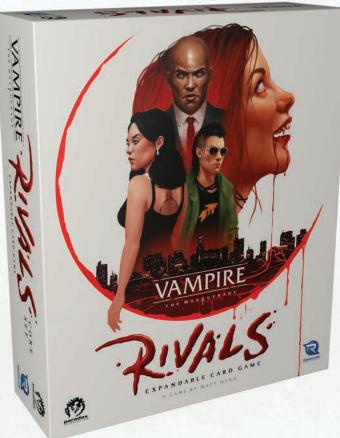
#### RGS 02171 ..... \$45.00 **Available December 2020!**

When Renegade Game Studios offered me the opportunity to join the team and design this game, I had to get onboard. I've played several Vampire-inspired games over the past many years, so this was something I could really sink my teeth into.

The result is now Vampire: The Masquerade Rivals Expandable Card Game. I can't wait for players to dig into this game, marvel at the wonderful art, and join our Organized Play programs with our online streamed games and events, participating wherever they play games, be it their kitchen table, friendly local game stores and/or major gaming conventions. In the meantime, I'd love to give you a preview of the game.

#### THE KISS - A TASTE OF VAMPIRE: THE MASQUERADE RIVALS ECG

The Rivals ECG (I suspect players will simply call it "Rivals") is an Expandable Card Game for 2-4 players. Those two thingsmultiplayer and expandable, makes this game very different from most card games. An expandable card game features no rarity





among the cards. Everyone who buys the Core Set will all get the same cards. There's a "Crypt Pack" in the box as well, featuring scores of new cards for customizing your decks. Each Crypt Pack is the same, so every card you have is also in your foes' arsenals. There isn't the worry that some players will have decks full of "rare cards" that are overpowered, hard to find, and expensive. The multiplayer aspect of this game is also rare in this genre of gaming. When you've got more than one opponent to worry about, things get interesting fast! There are no alliances here, but sometimes "the enemy of my enemy is my friend." You are free to attack and/or act against any player in the game.

To get players playing soon after they open the Core Set box, there are 4 pre-built decks ready to go. Each deck features a different clan: Brujah, Malkavian, Toreador, and Venture. As an expandable card game, more clans (and cards) will be coming soon! While these decks each feature a single clan, once you are ready to customize your own deck, you may include any mix of clans in your Faction Deck. Players will each bring two decks to the game: A Faction Deck of 7 vampires, and a Main Deck with a minimum of 40 cards. Your Main Deck contains the cards you need to realize your strategy, whether that means Titles to attach to your vampires, combat cards to attack your foes, Schemes to plot, Conspiracies to implement, but probably a mix of all of these!

Each player starts the game with a vampire of their choosing. This is your Leader for the game. As your Leader, they have some immediate political sway, so even if you aren't playing a political deck, you can still get involved in the action. Each Haven features a

Leader Ability that gives your Leader some extra juice, which you'll need as you lead your troops into the streets of the city.

The city featured in the Core Set release is San Francisco. How does one take control of the city? Using your vampires, of course. While you choose your starting vampire, the rest (exactly six vampires) are shuffled into your Faction Deck. You may draw from that deck when you seek reinforcements, but to recruit them to your team, you must spend some of your precious Prestige. Each player starts with 20 Prestige and must protect this valuable resource, for if it should be reduced to 0, you lose the game. The catch is that you spend Prestige to recruit vampires, so as you grow more powerful, you might just spend yourself down too close to 0 and face annihilation.

The city of San Francisco has a role to play in this game beyond a beautiful backdrop. Mortals, Events, and Second Inquisition hit teams will appear during the game via the "City Deck." At the start of each game, 6 of the 10 Event Cards will be randomly added to the City Deck, then shuffled. One card is added to the middle of the table at the start of each player's turn. This populates the city with some mortals to hunt, press into service, or simply feed upon. The middle of the table is a neutral zone called... wait for it... The Streets! Vampires looking for a fight or wishing to slake their thirst for blood will move into The Streets, where anything goes. Those wishing to avoid conflict can remain at their Haven, which offers some basic protections, but won't stop a determined foe for too long.

The World of Darkness, the setting for Vampire, is a world of mystery, danger, politics, secrets, blood, and undeath... among many other things. A world like this demands more than a head-to-head slugfest, as found is most card games. Balancing a card game to work equally well with varied player counts is not as easy as just pulling up another chair. Group activities that involve each player, or a chosen number of players, is one way to keep everyone involved in the action during each player's turn.

The game is called "Rivals" because everyone at the table has a Rival. Your Rival is randomly determined at the start of the game, unless you're playing 1v1, in which case your Rival is obvious. Your goal in the game is to defeat your Rival or score 13 Agenda.

Defeat your Rival by reducing their Prestige (the main resource) to 0 or by putting their last active vampire into torpor. Each player has an Agenda card they bring to the table. That card features a path to victory that might not involve violence against your Rival at all. Each Agenda card features a way to gain Agenda, whether that be through interfering with mortals, political maneuvering, Conspiracies, Schemes, combat, and many others. There are several other ways to gain Agenda as well, and they all add together the same in the end.

#### A GAME WITH CELERITY

You might be thinking that this is a lot of action for a multiplayer card game (and it is). It isn't, however, a game that will take you from dusk until dawn to complete. The game is action-packed and quick to play. Most 4-player games will play in just a little over an hour (once everyone knows how to play), with even shorter play times for fewer players.. As soon as any player is knocked out, the game ends, so there isn't any player elimination and sitting out. Combat is typically resolved with the announcement of an attack, a card played, and damage resolved. Schemes do allow for some interesting table talk, but when it's time to put up or shut up, things go fast. How does a Conspiracy work? Play the card face down, then you may reveal it to any number of your foes. Those foes may spend resources to "buy into it" or decline at their own peril, as they might suffer the effects of the Conspiracy when it resolves.

So no, you won't have time to check your phone between turns - your rival or other foes might be plotting your downfall. There's no rest for the wicked, after all.

To learn more about *Vampire: The Masquerade - Rivals Expandable Card Game*, go to www.VampireRivals.com. Learn more about the World of Darkness at www.worldofdarkness.com.

Matt Hyra has been designing board and card games for over 20 years. He is most well-known for his work on the VS System and World of Warcraft Trading Card Games, along with the DC Deck-Building Game, Adventure Time Card Wars, and the Rick and Morty board games.





GTM SEPTEMBER 2020



# GATES OF WIZKID

#### COMMAND THE ELEMENTS, CONTROL THE REALMS, AND LEAD YOUR TRIBE IN THIS INNOVATIVE NEW STRATEGY GAME!

#### **GATES OF MARA**

#### WZK 87511 ...... \$69.99 | Available October 2020!

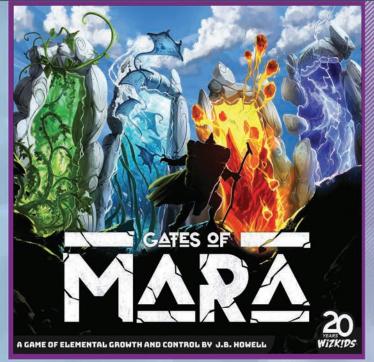
In Gates of Mara players take control of one of four tribes seeking to control Mara's many realms during the once-in-a-century opening of the gates that connect them all. Your tribe must seize this opportunity to enter the realms of the elemental lords and seek their blessings (and their mercy). Your goal is to secure influence in each realm, enchant your tribe, collect elemental resources, and earn gate keys. The winner earns 100 years of natural peace and prosperity until the Gates of Mara open again.

The game comes from the mind of innovative game designer J.B. Howell, the co-designer of last year's *Flotilla*, and designer of *Reavers of Midgard*. The unique board and figures are filled with evocative art from Nastya Lehn, transporting players entirely to the world of Mara.

It's a clever mix of area control and worker placement mechanics, where players are always juggling short term gains, long term goals, and investments in upgrading their figures. You may have to decide between using a worker to claim the last spot on a realm board and secure your control, or placing that worker somewhere they can earn an upgrade for the figure you wish to place next, hoping the first spot remains open until your next turn.

Each player takes control of one of the game's four tribes: the reptilian Dragonkin, the amphibious Goblins, the insectoid Antids, or the arboreal Elves. They each have a Leader, a Champion, two Merchants, two Enchanters, and one Specialist, which has an ability unique to your faction. The figures representing your tribe are standees with a special flat piece on the base shaped according to that figure's type — a triangle, square, circle, or hexagon. That shape helps players remember what kinds of figures are allowed in certain spaces, as knowing where your tribe members can travel is vital to maximizing your influence.

Gates of Mara has a unique table presence. Instead of a traditional board, there are five Realm boards, placed in a circle. You'll use all of them with four players, and fewer with fewer players, keeping the area similarly hard to control at any player count. You'll also randomize the order, making each game's board work



slightly differently. But it's not just about controlling the realms themselves. Between each realm is a Gate, where you can only place certain members of your tribe as they influence both adjacent realms. There is also a central gate where you can place your tribe's leader, claiming one influence in each realm at once. This is one of the trickier decisions though, as you could instead place that leader in a single realm, where it would add three influence, instantly making you

the one to beat. Placing figures also costs energy from a limited amount, so you'll rarely be able to even use all of

your figures in a single round.

It's not all about influence though. Placing a figure in a realm lets you use abilities innate or added to that figure — such as earning victory points, placing caravan figures, or gaining extra influence — or abilities on the space itself — such as gaining resources from that realm. You can also interact with

powerful Elemental Lords, or trade resources with The Wanderer — all special figures that travel the realms throughout the game.

Most crucially, you can improve your figures with Banners claimed from realms, or Enchantments purchased by your two Enchanter figures. They can allow you to share spaces with other figures, earn back spent energy, or transmute the very elements into valuable resources. Upgrades can turn a powerless

merchant into the most dangerous figure on the board but be careful! The more energy you spend upgrading your figures, the less energy you will have

to use them.



At the end of each round, the most influential tribes in each realm place claim markers in those realms, while tribes that visit the Elemental Lords also earn special gate keys. At the end of the game, the tribes with the most claim tokens at each realm and the one with the most keys earn a pile of victory points, with second place earning half as many. Add this to points you earn through enchantments, resources, and other means, and the tribe with the most points is the winner!







Gates of Mara provides plenty of variety, making finding the right strategy for each game a unique challenge. In addition to the variable board, you'll only ever play with two of the possible four Elemental Lords — from the Air Lord who distributes elements from different realms to the Fire Lord who competes with the players for influence in their realm. It also includes a set of objective cards that change each round, giving players a chance to shift strategies as they try to take the lead. Objectives can change the whole flavor of a round — one wants you to have two or more influence in each realm with an Elemental Lord or Wanderer, making players focus on certain realms, leaving others free for the taking, while another wants you to horde resources, slowing the pace of the game before jumpstarting it once that objective changes.



Strategically position your tribe members around the Realms and Gates. Enchant your tribe members to give them new abilities. Compete for short-term objectives but keep your eyes on your influence. Only one lay claim to the Gates of Mara!

•••

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# FANTASY DEATH ON THE REIK

#### **ENEMY WITHIN CAMPAIGN DIRECTOR'S CUT VOLUME 2**

Cubicle 7 Entertainment Ltd. © Copyright Games Workshop Limited 2020

Cubicle 7 continues their work on Warhammer's most iconic campaign, the Enemy Within, with the upcoming physical release of Death on the Reik, the adventure that set the tone for Warhammer Fantasy Roleplay for decades to come.

Death on the Reik first appeared 33 years ago, in 1987. It was the third instalment in the Enemy Within campaign for Games Workshop's new Warhammer Fantasy Roleplay game, which had debuted late the previous year to rapturous reviews.

Taking inspiration from. Agatha Christie's Death on the Nile, this boxed set contained an impressive amount of material for its day. There was an 86-page adventure book, a 16-page supplement titled "River Life of the Empire," 20 pages of maps and handouts, and a poster-sized map of Castle Wittgenstein, the scene of the adventure's climax,

backed with a map of the Reikland, the region of Warhammer's Old World whose rivers formed the backdrop for the adventure. The original version was reprinted in book form — no less than four times — and a copy of the boxed set in good condition is a treasured find today.

When many WFRP fans talk about the Enemy Within campaign, they are mostly thinking about Death on the Reik, and for good reason. This sprawling adventure contains so much that became iconic about the campaign, and about WFRP itself. River travel, mutant attacks, scheming cultists, warpstone, bizarre supporting characters, and, of course, an ending that leaves the players wondering whether they actually won.

The adventure was designed to emphasise how critical the Reikland's rivers are to the Empire. As in medieval Europe, a river is a far easier way to move goods and people than the roads of the time. Rivers are already there and do not need to be built, they remain open and passable in all but the most extreme weather, and they automatically connect the most fertile lands — and therefore, the major towns and cities — that lie on their banks.

Just like the rest of the campaign, *Death on the Reik* has been played countless times over the last 33 years. I have personally heard from fans who have played it four or five times, as players and GMs. The online fan community has discussed it endlessly, and their comments and criticisms — over three decades of playtesting, effectively — were an invaluable resource as I set about preparing this improved and updated version with Cubicle 7.

The adventure's fame presented some challenges, but thanks to the 'Grognard boxes' I added at key points, there are plenty of options for the GM to keep things surprising and interesting for veteran players, and to punish those who try to take advantage of

DEATH ON THE REIK OMPANION





their prior knowledge! As Cubicle 7 CEO Dominic McDowall said in his article on the previous volume, *Enemy in Shadows* (*GTM* 232, June 2019), the folly of overconfidence is one of *WFRP's* key themes, and sets it apart from the more heroic fantasy RPGs.

When I heard that Cubicle 7 was developing a Warhammer Fantasy Roleplay fourth edition, I knew immediately that I had to be involved. The game has been such a huge part of my life and career — Games Workshop hired me fresh out of college to help develop it — and having worked with Cubicle 7 on a project in the past, I knew they would be a pleasure to work with. I wasn't wrong. During our very first conversation, Dom suggested a Director's Cut of the Enemy Within campaign, and I was overjoyed.

The campaign came to define WFRP, and everything else that was ever published for the game has been judged against this seminal classic. Secondly, there was so much more that I and the other original writers, Jim Bambra and Phil Gallagher, had wanted to do with the campaign but were unable to for various reasons. Add to that the 30-plus years of player feedback, and it was too good an opportunity to miss.

I'm having the time of my life working on this beloved campaign again, and making it even better for a new edition of the game and a new generation of players. I am confident that even the crustiest of old Grognards will find plenty to like, too. I can safely say that it's the best-looking edition yet, thanks to the incredibly talented and hardworking team of editors, developers, graphic designers, and artists that Cubicle 7 has put together. The Collector's Editions for each volume of the Enemy Within are expertly designed with covers reminiscent of northern Europe's tarot cards and finished with light-bending printing techniques. My words have never looked better!

Available To Order Now, In Stores November 2020:

	CB7 2410	WFRP- Death on the Reik - Enemy Within	
		Campaign Director's Cut Volume 2	\$39.99
1	CB7 2411	WFRP- Death on the Reik Companion	\$34.99
۴	CB7 2412	WFRP- Death on the Reik - Enemy Within Campaign	

Graeme Davis has been involved with Warhammer Fantasy Roleplay since its initial development in 1986, and is a co-author of the original Enemy Within campaign. He also writes for video games, and in his spare time he compiles fiction anthologies tracing the origins of fantasy, horror, sci-fi, and detective fiction.









LEX ARCANA RPG: CORE RULEBOOK HARDCOVER

AGS LEX003...... \$55.00 | Available September 2020!

LEX ARCANA RPG: MYSTERIES OF THE EMPIRE I

AGS LEX005......\$35.00 | Available October 2020!

Year 476 Common Era: In the fifth century CE, the final collapse of the western Roman Empire closes a chapter of history that lasted more than a thousand years. Gods and heroes are forgotten, and with them the dream of a nation unifying the known world...

1229 Ab Urbe Condita: In the thirteenth century since the foundation of Rome, an Emperor still watches over twenty provinces and the different peoples inhabiting them. Ruling with the help of divinatory powers, the Emperor grants stability to a world threatened by supernatural phenomena and dark omens.

Lex Arcana is a historical fantasy roleplaying game, set in an alternative 5th century CE where magic exists. In this divergent timeline, the Roman Empire managed to steer away from the course of events which led to its historical collapse, thanks to the mastery of the arts of Divination. By being able to see beyond

the barriers of time, the Roman Emperors have kept their enemies at bay for centuries, outside the borders of the Empire as well as within.

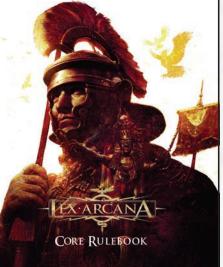
The English version of the best-selling Italian RPG of all time, published by Quality Games and distributed by Ares Games, brings the unique setting merging history, mythology, and the legends of Ancient Rome, in a 256-page full-color hardcover volume, with incredible and original illustrations. Originally published in Italy in 1993, the game was designed by an exceptional team of authors: Dario De

Toffoli, Leo Colovini, Marco Maggi, and Francesco Nepitello. For the new edition the same team was LEX ARCANA RPG: ENCYCLOPEDIA ARCANA

AGS LEX004...... \$45.00 | Available October 2020!

LEX ARCANA RPG: DEMIURGE SCREEN

AGS LEX024......\$25.00 | Available September 2020!



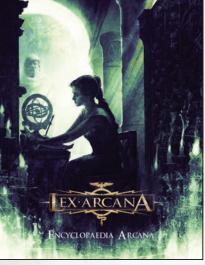
reunited under the creative direction of Andrea Angiolino, keeping the still fresh and elegant core rules and mechanics but also including important innovations.

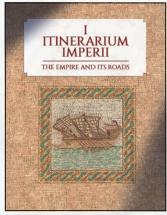
In the year 1229 AUC, the streets of Rome, Alexandria, and Carthage see Greek philosophers mingle with astronomers from Babylon. Germanic warriors enter service in the legions alongside Gauls and Sarmatian nomads. Every citizen of the Empire speaks Latin and is equal under a common law. But the world of *Lex Arcana* is also fraught with danger, as within sight of the tall walls of the Roman cities lie demon-riddled deserts and dark, impenetrable forests, inhabited by fantastical beasts and murderous folks who defy the rule of the Emperor.

The Empire's stability has allowed it to strengthen itself for decades and has not suffered any drastic changes, invasions or the

breaking up of its territory. Economic growth has brought greater wealth to all the population and many peoples outside its borders are considered Roman citizens, protected by the invulnerable *Pax Romana* (the Roman Peace). But the Empire's mighty and invincible legions and divinatory rituals are no longer enough to protect the Empire. Other powers are at work, hidden behind the veil of tangibility: ancient demons, dark magic, witchcraft, and monsters from forgotten depths.

While the historical elements featured in the game are well-researched by the designers, *Lex Arcana* does not require a degree in Roman history to play. The world has taken a different turn from what is written in history books. Roman imperial legions clash with

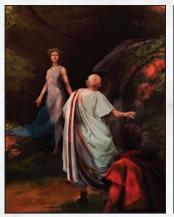
















barbaric hordes on the field of battle, while ancient monsters, mystical powers, and nameless cults threaten

the rule of the Caesars from within.

In Lex Arcana, players take on the role of Custodes (wardens) of the Cohors Auxiliaria Arcana, imperial agents sent on missions to the most distant and dangerous corners of the Roman Empire and beyond to search and study any supernatural phenomena. Its mission is even

more specific: to identify and possibly stop any occult and magical activity. All Custodes are defined in the game by their personal data and by a set of attributes, *Virtutes* and *Peritiae*.

The Virtutes (sing. Virtus) quantify the innate capabilities of an individual, and are grouped in three pairs, identifying them as virtues of the Body, of the Mind, and of the Soul. The Peritiae (sing. Peritia) are values quantifying how much a character is proficient in six fields — Combat, Magic, Physical, Nature, Knowledge, and Social, achieved through study, experience, and/or training.

Players choose who will be the *Demiurge*, the game master. The others (or other) take the role of Custodes and see their choices translated into actions undertaken by their characters. In several occasions, a die roll is required to determine the outcome of an action. How easy or difficult an action can be, and its consequences, are adjudicated by the Demiurge. Players get to decide the combination of dice to roll: different combinations may present bigger risks and bigger rewards or give them a more "predictable result."

A key role in the game is played by Roman Magic. In this alternative timeline, Rome has avoided its end by using its haruspices, sages and oracles, escaping the sequence of events which in actual history brought to its fall. Since the foundation of the city, the magical might of the Caesars has revolved around the art of Divination, ritual practices aimed at foretelling the future, descry past events, read portents and interpret the favor of the gods. Roman magic is used to gather information and not to

harm or destroy. The art of Divination can be performed in two ways: either by carrying out a ritual or by interpreting omens. Among the various items that are considered part of the standard equipment of Custodes is a pouch, usually made of leather, containing several thin metal tablets with inscriptions. These tablets, called "sortes," are used by the superstitious members of the Cohors Arcana to find out more about their destiny during a mission.

The Lex Arcana Core Rulebook includes everything needed to play one-shot sessions or a whole campaign, presenting full rules and the world to play in, 12 pre-generated Custodes, rules to make and advance them, advice for the Demiurge, the ancient world bestiary and two extensive introductory adventures: "The Long Winter Nights"

and "The Mothers of Cenabum".

Other volumes bring further contents to the game. The *Encyclopaedia Arcana*, the definitive setting compendium, brings your adventures to a whole new level of detail. It describes the 20 Provinces of the Empire and communication routes, the structure of Imperial organization, bureaucracy and legions, Roman culture, economy and society, detailed entries on *Medicamenta*, Poisons and Potions, new secrets linked to Divination, Magic and Prophecies, and more than ten new maps showing military camps, harbours, and other locations ready to be dropped into your next adventure.

Adventure books will add new possibilities to play. The first of them is Mysteries of the Empire I, a collection of all the short adventures with a wide range of dangerous tasks, epic deeds and world-shaking missions perfectly suited for both one shots or as part of something larger, designed and assembled by the Demiurge. The volume presents 10 adventures created by some of best authors in the RPG world, such as Mark Rein Hagen, author of Vampire the Masquerade RPG" and of all the World of Darkness; Francesco Nepitello, author of The One Ring RPG; and Gareth Hanrahan, author of the RuneQuest setting, Traveller Core Rulebook, and recently also The One Ring RPG.

From misty Britannia to the immense rivers of Babylonia, from the Egyptian deserts to the beautiful beaches of Italia, the adventures awaiting the Custodes are as numerous as the Empire the Cohors Arcana must defend is

large. For the glory of Rome and the Empire without end!





GTM SEPTEMBER 2020 19





#### STATION MASTER

CLP 139 .....PI

Available Q4 2020!

With a puff of steam and a powerful whistle, the locomotive begins moving, pulling a train of carriages away from the station, along the rails to its next destination. Like a steam train, the classic card game *Station Master* — full of player interaction, clever chip placement, and wily card play — is like a railway journey full of excitement. Though its beloved gameplay remains as fun as ever, when *Station Master* arrives at the platform in 2020, it will have a polished and beautiful new look.

These days, I may be the grizzled and worldly Director of Fun™ at Calliope Games, but way back in 2013, I was brand new to the industry. That year was the first time I ever helped run a convention booth with Ray Wehrs (president of Calliope Games), at New York Toy Fair of all places! I'll never forget that cold February night at the Irish Pub... Ray was excited about two things: his #1 beer off all time, Innis and Gunn, was on the menu, and he was going to show me one of his favorite games. "Man, I wish we published this game," he said with intensity as he revealed a well-used box that said, 'Station Master.'

I love trains, so he had my attention. We played a couple of games right there on the small bar table, and that night I saw why he loved the game so much. Something in the mixture of competitive card play, hidden token placement, and the railroad theme just mixed perfectly. I found myself thinking more and more about the game. But why? It was a nine-year-old game published by Mayfair Games. The overall presentation was somewhat lacking, yet the gameplay continued to show through. Over the years I came to play the game many times with many people, and the reaction was always positive.

I asked designer Chris Baylis recently about *Station Master's* origin story. "My game *Cats & Dogs* was published by a German company," he said, noting that something crucial in the flow

of the game had been developed out. "It was changed beyond recognition. So, I took my original mechanic, changed the theme, and made it better by revising the gameplay." But why trains? Chris had a quick answer for that. "Train games are excellent placement and resource challenges."

Five years after showing me Station Master, I got an enthusiastic call from Ray Wehrs telling me that he had acquire the game from Mayfair, paving the way for an updated Calliope edition. "We are going all-out with our version of Station Master," he proclaimed at









the time. "It is going to blow people away!" Just like that, we were off on a journey to create a beautiful new *Station Master* — the definitive edition of a classic game.

The core *Station Master* experience has not changed with the updated version. The game is played over a series of turns, ending when all locomotives have left the station. Each turn, players choose to either attach a railcar to a train or assign a Passenger pawn to

a railcar. The railcars determine the value of the train — positive or negative! Each Passenger pawn is played face down, so only its owner knows its value. Additionally, Action cards can be played that cause a variety of effects, from removing Passenger pawns or railcars to changing the values of trains! When a Locomotive's railcar limit is reached, the train pulls away from the station, and players reveal the values of the Passenger pawns. Players determine their score for the train by multiplying the value of the train by the value of

their Passenger pawns. (AS a side note, our friends at Thunderbox created a very cool *Station Master* app for keeping score and adding train whistles that every train game should have — And its FREE! from both the App Store and Google Play.)

"Mayfair created an honest and very playable version of the game," said Chris Baylis about the original 2004 Station Master. "But their card graphics were not visually appealing." At Calliope Games, we set out to complement the addictive gameplay with vivid art that celebrated steam railroading. To that end, Ray worked

with Calliope Games' Art Director Andy Hepworth to identify unique vintage locomotives, railcars, and railway imagery. The results were exciting for designer Chris Baylis. "I was delighted when Calliope decided to revise and publish a new version," he noted. "Ray and Andy's enthusiasm for the game was amazing, as was the fact that Calliope was happy to include some exciting rules variations. This means that players who already own and enjoy the

Mayfair version have something new to look forward to."

As with all Calliope Games titles, Station Master is designed to serve as a gateway title into the hobby, and also be the perfect filler in between heavier titles. I also believe it to be the Calliope title with the highest degree of player interaction — it can be downright cutthroat — but it still maintains an overall fun spirit for 2-6 players. From its beginnings in 2004, the game has proven to be a favorite for both train fans and card

gamers. The enthusiasm Ray showed in 2013 when he introduced it to me is shared by legions of others. We are excited to present this beautifully updated version of *Station Master* befitting this railway classic!

Chris Leder is the Director of Fun™ at Calliope Games. He also designs games, including Roll For It! and Back to the Future: Dice Through Time.



21





Double the value of the last two



# CYBERFUNK B E D



#### CYBERPUNK RED: CORE RULEBOOK

RTG CR3001......\$55.00 | Available September 2020!

Once upon a time Michael Alyn Pondsmith went to the theater to see Ridley Scott's Blade Runner. This one, simple fact would change the gaming industry forever. Inspired by the movie and the more literary side of the genre, he worked with Mike Blum, Dave Friedland, Will Moss, and Scott Ruggels to create the original Cyberpunk roleplaying game. Now commonly referred to as Cyberpunk 2013, the original version of the game hit shelves in 1988 and took the form of a boxed set of three books. In a hobby where hard science fiction games in the mold of Heinlein and Asimov was king, the dark and gritty aesthetic of Cyberpunk proved to be a breath of fresh air which quickly became popular with gamers. "Mike Pondsmith killed my Cyberpunk character!" soon became a common cry on convention center floors.

#### CYBERPUNK 2020

The original *Cyberpunk* didn't just offer a unique setting but innovative mechanics via the Interlock system. The Lifepath tables helped players create character backgrounds which both fit into the world and offered mechanical benefits. The famous Friday Night Firefight combat system was fluid and deadly, combining realism with the tools to give players the narrative tools they needed to describe the action without falling back on a book full of tables.

Cyberpunk sold well and several supplements followed, including an adaption of the novel Hardwired by writer and game designer Walter Jon Williams. Learning lessons from those supplements as well as from the feedback of the thousands of gamers who had played the game, R. Talsorian released a second edition, entitled Cyberpunk 2020, in 1990. With updated mechanics, more world lore, and more attitude than ever, Cyberpunk 2020 would become the definitive version of the game. As with the original, supplements followed, ranging from the catalog-like Chromebooks to a sourcebook detailing original setting Night City to a book adapting the world of George Alec Effinger's When Gravity Fails.

The GM advice book for Cyberpunk 2020, entitled Listen Up, You Primitive Screwheads!!!! is still considered by many to be one of the best guides to running a game ever published.

Time passed. The world spun on. And one day, Mike Pondsmith got a call from from Poland.

#### CYBERPUNK 2077

The call turned out to be from a company called CD Projekt Red, already well known for the first Witcher video game. It turned

out they had played Cyberpunk 2020 before the fall of the iron curtain and now wanted to turn it into a video game. Mike met with them and, impressed by their work, agreed. Contracts were signed and CD Projekt Red announced their upcoming video game title, Cyberpunk 2077 in 2012. They then put their head down and went to work, consulting regularly with Mike to ensure Cyberpunk 2077 wouldn't be just "a" game set in the Cyberpunk universe but "the" game set in the Cyberpunk universe.



THE ROLEPLAYING GAME OF THE DARK FUTURE

# AING

#### CYBERPUNK RED

Of course, with Cyberpunk 2020's story ending in the in-universe year of 2023 and Cyberpunk 2077 taking place in the late 2070s a large gap of time needed to be explained.

Enter Cyberpunk Red. Set in the year 2045, Cyberpunk Red will update both the mechanics and the world lore of Cyberpunk to help bridge the space between the original pen and paper game and the video game. The Cyberpunk Red Jumpstart Kit, a starter set released in August 2019, sold so well a second printing happened almost immediately after debut. The Jumpstart Kit proved the world was hungry for lore about the world of Cyberpunk. The amount of gamers playing using the starter set rules proved the hobby was eager to tell their own stories in the Dark Future.

The R. Talsorian Games team worked hard on the full, Cyberpunk Red core rulebook. We've tweaked the rules to run smoother and faster. We've expanded the lore to tell the stories of a world recovering from a global corporate war. The art's full color and beautiful. The writing's just as in your face and punk as it always. Supported by dice from Q Workshop, a miniature line from Monster Fight Club, and soundscapes from Syrinscape, Cyberpunk Red stands ready to be the greatest roleplaying game of the Dark Future yet.

Are you ready to chip in, choomba?

•••

It is possible this article was written by the R. Talsorian Games house Al. We will neither confirm nor deny the existence of potentially world breaking computer-based sentient technology.

#### **ALLIANCE GAME DISTRIBUTORS**

# **SPOTLIGHT** O



#### **GAME TRADE MAGAZINE #249**

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 249 .....\$3.99

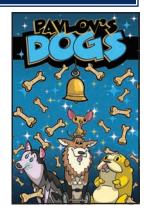
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#### **9TH LEVEL GAMES**

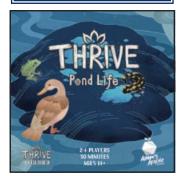
#### **PAVLOV'S DOGS**

Are you a good dog? Pavlov's Dogs is a fast, engaging card game of following the rules and acting like fools! Players are dogs working together acting like loois! Players are adds working logerier to complete tests given to them by famous DOGTORS such as Sigmund Fetch, Collie Jung and Bark F. Skinner! Each test adds a rule making it harder and harder as the game goes on. Rules can change card values, add actions or verbal responses, or change the order of play. A puzzling party game for the whole family! RING THE BELL! Scheduled to ship in October 2020

9LG 2350.....\$19.99



#### **ADAM'S APPLE GAMES**



#### THRIVE: POND LIFE EXPANSION

The Pond Life expansion unlocks an entirely new game mode to creatively expand classic abstract strategy game-play to the 3rd and 4th player for *Thrive*. Additionally, players may choose from 15 pond life creatures for a rule-bending power on each turn, and a deck of variable setup configurations to keep the pond fresh and thriving.

AAG 1411.....\$15.00

#### **ARCANE WONDERS**



#### **AQUATICA**

In Aquatica, players take on the role of Ocean Kings attempting to expand their realm. They need to seize and buy locations, recruit characters, and complete goals to gain victory points. Players use cards from their hand to create combinations that accomplish their building goals as well as utilize ocean creatures to help them explore and attain resources. Scheduled to ship in September 2020.

AWG STE10AQ.....\$44.99

#### ARCHONA GAMES



#### **SMALL SAMURAI EMPIRES**

A game of Small Samurai Empires is played in 3 Eras, each consisting of 2 rounds. Each round, players will take turns placing order tokens facedown on one of the slots available in the 4 regions of Japan. When all players have placed their tokens and filled all the token slots, they will be revealed and resolved token slots, they will be revealed and resolved one by one by the owner of the token. These order tokens will enable the players to recruit mighty Samurai armies, move their armies to conquer provinces, build castles to defend and maintain control of their provinces and do other meaningful actions. Scheduled to ship in October 2020.

ARQ 030 ......\$39.00

#### **ATLAS GAMES**

#### **BREAKDANCING MEEPLES**

From headstands to footwork, you know your dance crew is the hottest around but now its time to prove it. Each player has six dancers and two dance routines to start. Players roll and re-roll meeples like dice, everyone at once, fast as they can. Compete against rival crews for the world championship trophy in four one-minute dance offs, racking up crowd appeal by completing Routine cards. Between each dance off, crews learn a new Routine. The crew with the most crowd appeal at the end of four rounds takes home the trophy! Scheduled to ship in July 2020.

ATG 1460 ...... \$19.95



#### **MAGICAL KITTIES SAVE THE DAY! RPG**

You are CUTE. You are CUNNING. You are FIERCE. You are magical kitties, and its time to save the day! Every magical kitty has a human. Every human has a problem. In Magical Kitties Save the Day, you and your friends use your magical powers to help your humans. But kitties live in hometowns that 



#### **MAGICAL KITTIES SAVE THE DAY! RPG: KITTY CARDS**

Make character creation fast and fun with these attribute cards for Magical Kitties Save the Day, an all-ages roleplaying game of cute, fierce kitties. Poker-sized cards are easy for younger players to hold and shuffle. Vibrant, full-color art helps bring your kitty character to life.

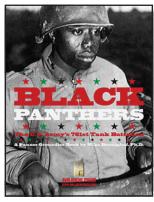
ATG AG3117.....\$19.95



#### **MAGICAL KITTIES SAVE THE DAY! RPG: KITTY CHARACTER SHEETS**

Double-sided, full-color character sheets make it easy to track your kittys abilities.
Glue-bound pad of 50 ensures you have plenty for keeping track of as many new, interesting protagonists as they'd like! A cheat sheet for rolling dice checks, M, and upgrades means less flipping through the rulebook for players and the GM. ATG AG3112.....\$9.95

#### **AVALANCHE PRESS**



#### **PANZER GRENADIER: BLACK PANTHERS**

The segregated, African-American 761st 'Black Panthers' Tank Battalion racked up an impressive war record in 183 days of combat in France, Belgium, and Germany. We tell the story of their fight against the Nazis, and of their fight against the vile Jim Crow racism they faced in their own country. It's the story of Sgt. Ruben Rivers, Medal of Honor winner, killed in action in November 1944 fighting his tank against insurmountable odds despite repeated wounds. It's the story of Capt. Jackie Robinson, court-martialed for his refusal to sit in the back of a U.S. Army bus. And it's the story of the author's grandfather, liberated from the Gunskirchen concentration camp in May 1945 by Black soldiers of the 761st Tank Battalion. Scheduled to ship in November 2020.

APL 8815 ......\$24.99

#### **BACON LAZER**



#### **SONG SAGA**

Rock out with your cards out! Every card in this box is designed to spark a memory of the moments and music that make you who you are. Get ready to discover new tunes, new things about your friends, and maybe even win a gold award or two. Singing, dancing, and air guitar are optional, but probable. Scheduled to ship in October 2020.

BCN SSF01000 .....\$24.99

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**POLY SUPERNOVA/WHITE UNPAINTED LUMINARY (7)** 

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#### **CZECH GAMES EDITIONS**

## **SPOTLIGHT** O



#### **UNDER FALLING SKIES**

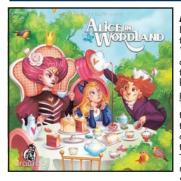
Under Falling Skies is a solo game with a multi-mission campaignand gradually revealed content. In each mission, you take charge of defending a besieged city. Your actions are powered by an innovative dice placement mechanic. When you choose an action, you are also choosing which enemy action, you are also choosing which enemy ships will descend. Bigger numbers give better effects, but they also cause ships to descend faster. *Under Falling Skies* is based on the print & play game that won the 2019 9-card Nanogame P&P Design Contest. Scheduled to ship in November 2020. CGE 00058.....\$29.95

#### **DEEP WATER GAMES**

#### **MONSDRAWSITY**

Those pesky monsters are at it again, and one of thems been spotted nearby! As a paranormal investigator, it's your job to sketch out this newest anomaly based on your witnesss description, but be careful... they didn't get a good look, and its up to you to fill in the blanks! Scheduled to ship in September 2020. DPW MDS100.....\$24.95

#### **DRAWLAB GAMES**



#### ALICE IN WORDLAND

In the party game Alice in Wordland, players take the roles of characters from Alice in Wonderland, each with their own unique abilities and all invited to the tea party of the Queen of Hearts. They have to follow her mad rules of discussion, saying words in particular themes under the pressure of time. The game includes a plastic music-playing teapot timer. Every round, after the discussion topic and the forbidden letters have been chosen, the timer starts and each player has to say a suitable word within their time limit. The longer each player stays in a round, the more points they are awarded. Scheduled to ship in October 2020.

DLB ALI



# 6

#### FIRED UP

In the near future, entertainment will have changed. It will have evolved beyond traditional sports in stadiums and into a larger than life spectacle where digital warriors will compete against one another inside the cyberspace arena in bloodless conflict sports. In this futuristic environment is where Fired Up is set. In the game the players are not the fighters! They are spectators with premium seats to the largest spectacle of all time. Their premium seats make it possible for them to influence the digital athletes in the Arena and bet on their champions in the fight. Scheduled to ship in October 2020.
DLB FIR ......\$69.99

#### FIRED UP: **AGILITY EXPANSION**

We have gifted the universe of Fired Up with 8 new arena fighters! Scheduled to ship in October 2020.

DLB FIRAGI.....\$17.99





#### FIRED UP: MONSTER EXPANSION

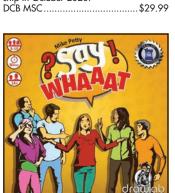
We have gifted the universe of Fired Up with a 2-headed clown, a fire-breathing werewolf and an angry cyberpunk warrior you might know. Scheduled to ship in October 2020.

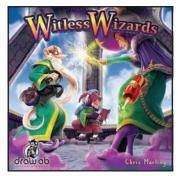
DLB FIRMON ....



#### **MYSTIC SCROLLS**

Mystic ScROLLS is a real-time dice game in which each player is a wizard trying to cast as many spells as possible to capture the mystic knowledge of the hidden scrolls. It plays for 2-4 players, 12 years old and up, and each game lasts around 20 minutes giving you a fun game filled with adrenaline. Each wizard has his own spells and begins the round with 5 magic dice. When the players are ready, we draw a new scroll card at the middle of the table and the round begins! Scheduled to ship in October 2020.





#### **WITLESS WIZARDS**

Since the beginning of time, wizards too powerful to be named have tried to learn all the secrets of the universe. Through millennia they studied and learned and traveled through time and space growing to become the most powerful entities of the universe. And today, after countless centuries they finally meet in the battle ground to prove once and for all who is the most powerful. But, after countless years, age has taken its toll. The wizards may be powerful, but only if they remember what each spell does. It is a combat of... Witless Wizards! Scheduled to ship in October 2020.

DLB WIW ......\$24.99

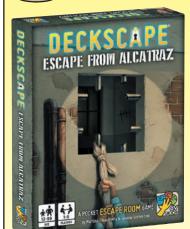
#### SAY WHAAAT?!

In each round of Say Whaaat?!, one of the players becomes the judge and has to secretly define the 'ranking of importance' secrety define the ranking of importance between five seemingly unrelated items or even ideas. All the other players then try to guess this ranking, scoring points for each correct guess, with the player with the most correct guesses in a round scoring an extra point. When all players have been the judge once, the game is over. Scheduled to ship in October 2020.









#### **DECKSCAPE: ESCAPE** FROM ALCATRAZ

In Deckscape: Escape Alcatraz players can choose to free (or not!) other prisoners in exchange for help but is this morally right? And can you really trust these hardened crooks? Each game of the series is played using a deck of extralarge cards representing puzzles (with a solution on the flip side), items needed to solve the puzzles, or clues to the game's story. Scheduled to ship in July 2020. DVG 5721 ..... \$14.90

#### **DECKTECTIVE: THE GAZE OF THE GHOST**

Decktective: The Gaze of the Ghost is set in a Scottish museum: the guard reports the disappearance of the cleaning lady under mysterious circumstances. Is the building haunted by a ghost? In the Decktective series, the players play a team of detectives, dealing with the resolution of a mysterious case. Scheduled to ship in July 2020. DVG 5720 ..... \$14.90



#### ELF CREEK GAMES



**HONEY BUZZ: DELUXE UPGRADE** 

Scheduled to ship in September 2020.

ECG 014.....\$30.00

#### **HONEY BUZZ**

Honey Buzz is a 'worker bee' placement game where you'll expand your own beehive, forage for nectar and pollen, make different varieties of honey, and sell your honey at the bear market. But there's only so much nectar to go around, and finding the right combinations to fulfill the woodland creatures' wants - as well as the queen's orders - will keep you buzzing! Scheduled to ship in September 2020. ECG 012.....



#### **GALE FORCE NINE**



**DUNGEONS & DRAGONS RPG: ICEWIND DALE MAP SET** (2X 20" X 30")

Scheduled to ship in September 2020. GF9 72805 ......PI

IGEMIND DAME RIME OF THE FROSTMAIDEN

**DUNGEONS & DRAGONS** RPG: ICEWIND DALE: RIME **OF THE FROSTMAIDEN** 

Scheduled to ship in September 2020.



AURIL (3 FIGS)

GF9 71120 ..... .....\$25.00



**CHWINGAS (2 FIGS)** 





FROST GIANT SKELETON (1 FIG) GF9 71127 .....\$40.00

#### **DUNGEONS & DRAGONS RPG: ICEWIND DALE: RIME** OF THE FROSTMAIDEN

Scheduled to ship in October 2020.



NOT FINAL ART

**DRAGON OF BLACK ICE (1 FIG)** GF9 71126 ......\$75.00



FROST GIANT RAVAGER (1 FIG) GF9 71115 ......\$40.00



ICE TROLL (1 FIG)

GF9 71116 ......\$15.00



ICE WITCH (1 FIG)

GF9 71118 ......\$10.00



**OYAMINARTOK (1 FIG)** 

**JOT FINAL AR** 

NOT FINAL ARI

TEKELI-LI (1 FIG)

GF9 71124 .....\$40.00



YETI (1 FIG)

GF9 71117 ......\$15.00



**SNOWY OWLBEAR (1 FIG)** GF9 71122 .....\$20.00





ICE CAVERNS MAP (30" X 20") Scheduled to ship in October 2020. GF9 72799 .....PI

#### **WORLD OF TANKS: MINIATURES GAME**



**AMERICAN M4A1 75MM SHERMAN** 

GF9 WOT07 ......\$12.00



GF9 71121 .....\$10.00

WINTER WOLF & BARBARIAN



.....\$6.00

**AMERICAN UPGRADE PACK** DICE (6) & DECAL (1)

BATTLE MAT 36" X 36"

GF9 WOT14 ......PI



**XARDOROK SUNBLIGHT (1 FIG)** GF9 71125 .....\$10.00



**BRITISH CROMWELL** 

GF9 WOT09 .....\$12.00





- · Channel your inner lazy egg in this over-easy trick-taking game!
- · Take as many cards as you want, but don't get scrambled on the last card!
  - · Based on the Sanrio® character Gudetama™.

# **BE THE LAZIEST EGG!**

2-7 players Ages 7+ 20 min RGS01153 MSRP \$15





www.renegadegames.com











#### **BRITISH UPGRADE** PACK DICE (6) & DECAL (1)

GF9 WOT13 ...... \$6.00

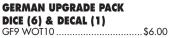






**SOVIET T-34** GF9 WOT08 ......\$12.00







**SOVIET UPGRADE PACK DICE (6)** & DECAL (1)

GF9 WOT12 ......\$6.00

TOKEN SET (25)

GF9 WOT32 ......\$12.00

#### **GATEKEEPER GAMES**

#### HALFSIES DICE - UPGRADED CASES (7 POLYHEDRAL DICE SET)

Scheduled to ship in November 2020.









GKG H239.....\$13.95

#### **GOOD GAMES PUBLISHING**



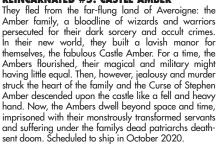
#### **FUNFAIR**

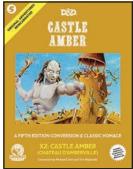
Can you build the best theme park in town? Build an exciting mix of attractions, upgrades and staff in your very own theme park. Build to match secret blueprints and public awards for extra points. Explore combinations to give you the edge, and maximize your parks strategy for the win! Perfect for families or light to medium strategy gamers who want to build the best theme park in an hour or less. Scheduled to ship in December 2020.

GOP 010 ......\$39.99

#### GOODMAN GAMES

#### **ORIGINAL ADVENTURES REINCARNATED #5: CASTLE AMBER**





#### **GRAND GAMERS GUILD**



#### **RARE ROSES**

Featuring the artwork of renowned fantasy artist Nene Thomas, Rare Roses is an interactive market game where players purchase roses from a randomly drawn Rare Rose market to fill orders for money. Roses age and die creating a fluid market and high player interaction buying and selling with each other.

GGL CS-RR01 .....\$30.00

#### **INDIE BOARDS & CARDS**



#### **AEON'S END DBG: OUTCASTS**

Aeons End: Outcasts continues the Expedition system that was introduced in Aeons End: New Age, which allows players to replay all of the content they own in a short campaign format. After each game, players will receive new treasures and player cards that allow them to become more powerful. However, the nemeses that players will face grow stronger and stronger with each battle. IBC AEOUT01......\$60.00



#### **KODAMA FOREST**

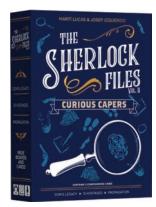
In Kodama Forest, players are caretakers of the barren forest floor. Players must work together with their neighbors to cover as much of the bare ground as possible. Each turn players will have three tiles of various sizes and shapes to choose from. Players will simultaneously play one tile on the board on their left and one on the board on their right. If you complete a flower, pond, or bamboo, you will get a bonus tile of a butterfly, frog, or panda that will cover more of your board. The player with the lowest number of uncovered squares on the boards on their left and right wins the game. Scheduled to ship in September 2020.

IBC KODF1.....\$35.00



#### **SCAPE GOAT**

You're part of an internationally renowned group of billy goat criminal masterminds, and you've just pulled off your greatest caper yet. Stealing the coveted golden hoof right out of the most secure bank vault in Barn City. Someone's got to take the fall for it, just make sure it's not you. In Scape Goat, everyone at the table is trying to pin a crime on the same player, all while that player has no idea they're taking the fall. The twist? That player could be anyone! Trade cards, make deductions, and figure out if you're the scapegoat before the cops come after you! Scheduled to ship in September 2020. IBC SCG01 ......\$20.00



#### SHERLOCK FILES: VOL. II -**CURIOUS CAPERS**

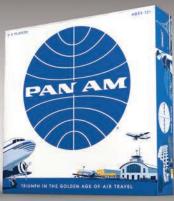
Are you a modern mastermind detective? The Sherlock Files: Curious Capers includes three new confounding cases for you to solve. First, you will investigate the family, friends, and business partners of a freshly deceased don. Next, you will uncover how a group of devious jewel thieves and their loot vanished into thin air. Finally, you will discover the truth behind a disastrous laboratory fire. Decipher clues to determine which are relevant to the case and which are not. Scheduled to ship in September 2020. IBC SFCC001.....\$25.00



















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#### BATMAN THE ANIMATED SERIES— GOTHAM CITY UNDER SIEGE

Batman: The Animated Series—Gotham City Under Siege has you and up to 4 of your friends playing as Batman and his trusted allies. In each round you'll face off against a set of story cards all inspired by the first season of Batman: The Animated Series and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features 5 highly detailed miniatures.



DW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO ARTIST: MATT FERGUSON & TABLETAFFY

**AVAILABLE NOW!** 



# BATMAN THE ANIMATED SERIES: GOTHAM CITY UNDER SIEGE—MASTERMINDS & MAYHEM

Batman's enemies were thwarted in *Gotham City Under Siege*, but they've returned with a vengeance in the *Masterminds and Mayhem* expansion! In their latest attack, the Masterminds have brought deadlier weapons, like armored cars and massive explosives, and have taken to the streets to fight alongside their hired goons. The villains' tactics have also improved, with new Rooftop Villains and Act Leader Target mechanics.

- The first expansion to the award-winning game featuring custom artwork.
- All-new Mastermind cards, including The Joker, Two-Face, and The Riddler.
- Additional ability cards plus new villains on the rooftops and Act Leader mechanics.



IDW 01808.....\$14.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO ARTIST: JACK LAWRENCE & TABLETAFFY

**AVAILABLE NOW!** 



# BATMAN: THE ANIMATED SERIES ADVENTURES - SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), Batman: The Animated Series Adventures - Shadow of the Bat lets 1-4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5<sup>th</sup> player can join to take control of the villains



IDW 01932......\$124.99

OCTOBER RELEASE!

DESIGNER: PETE WALSH & KEVIN WILSON ARTIST/COLORS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS



#### **SEIKATSU**

Seikatsu is a competitive tile-laying game where players are vying to create the most breathtaking garden view from the perspective of their pagoda. Featuring a one-of-a-kind dual aspect tile design, players must weigh the benefits of scoring flocks of birds now, or the benefits of planting sets of flowers to be scored later. In a battle of serenity, tensions will be high as the best tile placement may also aid your neighbor.

- Game design from Isaac Shalev and Matt Loomis.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- A mind-bending game of perspective that will have players entering a meditative state.



DESIGNER: ISAAC SHALEV & MATT LOOMIS ARTIST: PETER WOCKEN & LUCAS MENDONCA COLORS: PETER WOCKEN & SOON YI WARREN

AVAILABLE NOW!



#### SEIKATSU: A PET'S LIFE

A family-friendly update to the hit tile-laying game! As adorable pets are placed around a living room board, players score by matching cute animals. As the room fills with pets, players will need to change their focus to the color of the pillows the pets are laying on because additional points are scored on the number of matching pillows they have in their rows.

- · A new family-friendly theme for the original hit game.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- An easy-to-learn and quick-to-play game with a unique scoring system.



DESIGNER: ISAAC SHALEV & MATT LOOMIS ARTIST/COLORS: NEYTIRIX

#### **AVAILABLE NOW!**

#### **BATMAN: THE ANIMATED SERIES ADVENTURES** ARKHAM ASYLUM

In Batman: The Animated Series Adventures - Arkham Asylum the villains have taken over and it's up to batman and his allies to return order to the hospital's halls. An expansion set for Shadow of the Bat, Arkham Asylum adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- Batman: The Animated Series Adventures Shadow of the Bat is required to play this expansion



DESIGNER: PETE WALSH & KEVIN WILSON ARTIST/COLORS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO. DARIO BRIZUELA, JAY FOTOS







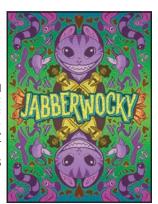


#### **JELLYBEAN GAMES**

#### **GOBLIN TEETH**

Goblin Teeth is a dice-bidding game for 2-5 goblins. Roll dice, bid for items, and be the first to bring the perfect offering to Goblin Big Boss! Each turn, either play a die onto an item or sacrifice it to the altar. Sacrificed dice gain you valuable Cheat cards, which allow unique, sneaky actions. Dice played to items must obey two simple rules: you may not to tiems must obey two simple rules; you may not tie with another player (goblins hate ties; they never wear them) and the sum of your dice cannot be more than ten (which is as high as goblins count). At the end of the round, claim your shiny loot. If you have everything Big Boss needs, you win!

JBG 5561101



#### **JABBERWOCKY**

5 games in 1 box! Use 18 gorgeous cards and 24 gems to play five completely different games: Bandersnatch: A solo puzzle game. Borogoves: A 1-2 player asymmetrical map-making game. Gyre: A 2-3 player area control game. Mimsy: A 2-3 player mancala game. Slithy: A 3-7 player negotiation game.

JBĞ 556901......\$19.95



#### JORDAN DRAPER GAMES

#### IMPORT/EXPORT

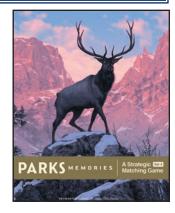
At its heart, Import/Export is a role selection game with a passive and active economy driven by player decisions. You have the power to gain over 170 unique powers by exporting shipments of goods, specializing into a varied tech tree, and building your own game engine that will be completely unique to each play! The end goal of the game is to have the most credits, but every action will count on the journey there! Scheduled to ship in September 2020.

JDG İMEX.......\$50.00

#### **KEYMASTER GAMES**

#### **PARKS MEMORIES: MOUNTAINEER**

PARKS Memories is a strategic matching game for two or more players offering simple and flexible gameplay. Parks are represented in tiles laid out in a grid across the table face down. Gameplay includes four simple steps: reveal two tiles; choose one of the revealed tiles and place it in front of you; add a new tile to the board; lock one of the tiles with the hiker token. Gameplay passes from person to person until one player or team has collected three sets of matching park tiles in front of them. Memories captures a depth of strategy in player abilities which can be activated by finding matches of PARKS resource icons when you reveal tiles. KYM 06MT ...... \$24.99



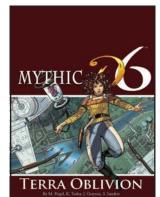
# PARKS EXPANSION NIGHTFALL

#### PARKS: NIGHTFALL EXPANSION

Welcome to PARKS Expansion: Nightfall. In Nightfall, you'll find new Park Cards featuring new rewards and all new artwork from the Fifty-Nine Parks Print Series, including the 17 parks not represented in the base game. This expansion also includes new Year Cards and Bonus Scoring opportunities, and you'll get to experience the trail in a brand new way with the new Camping mechanic.

KYM 05X01.....\$24.99

#### KHEPERA PUBLISHING



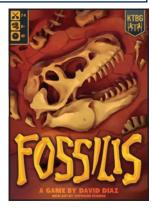
#### **MYTHIC D6: TERRA OBLIVION**

In the distant future, humanity leaves a dying Earth behind to find a better home. When the pristine world of Terra is found, it soon becomes evident that humanity has learned nothing from their past. The colonists soon discover things are different here: the world is alive and taking resources requires something to be given in return. This time, humanity is literally killing the planet. Recognizing the world is dying, heroes from all walks of life band together to safeguard the world from humanity's voracious appetite for consumption. Scheduled to ship in October 2020. KHP 038 .....\$29.95

#### KIDS TABLE BOARDGAMES

#### **FOSSILIS**

In Fossilis, 2 to 5 players become paleontologists working the dig site with shovels, whisk brooms, and chisels looking for a find that could make their career. Each round, players get two actions to dig at the site or make an extraction. Fossilis features a unique 3D dig site board, with recessed pockets filled with dinosaur bones, and thick, chunky terrain tiles that cover the dig site. Players have to use strategy, timing, and a little bit of luck if they want to make the best discoveries, get their name in all the paleontology journals, and of course, win the game. KTG 6001 .....



#### **KOBOLD PRESS**

#### **DUNGEONS & DRAGONS RPG**

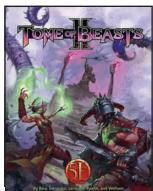
Scheduled to ship in November 2020.



#### **TOME OF BEASTS II - LAIRS**

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the worlds first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability.

PZO KOBBOL2 ...... \$24.99



#### TOME OF BEASTS II HARDCOVER

A huge monstrous compendium expanding the enemies, villains, and horrors for 5th Edition D&D gameplay.
PZO KOBTOB2 .....\$49.99



#### TOME OF BEASTS II PAWNS

Over 300 pawns for your 5th Edition game featuring ferocious new monsters from the Tome of Beasts 2 from Small to Huge! PZO KOBTOB2-PAWNS...... \$34.99

GIM

32

# **SPOTLIGHT** O



#### YU-GI-OH! TCG: PHANTOM RAGE BOOSTER DISPLAY (24)

Phantom Rage doesn't just remaster popular themes from the past, it unites them as well. You can find new Phantom Knight and Raidraptor cards, but you can also find new cards that are Phantom Knights AND Raidraptors! You can play these cards in their own Decks, but you can also create your own hybrid Deck that takes the best of each theme to max out your Xyz Summoning power. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85083.....

# SPOTLIGHT ON



#### YU-GI-OH! TCG: SPEED DUEL BOX

Relive the fierce competition of the epic Battle City tournament with your friends, in the Speed Duel Box! Designed to allow up to 8 players to jump into their own dynamic tournament experience, the Speed Duel Box includes a static pool of 200 cards to construct various popular strategies from, 193 of which are brand-new to Speed Dueling! Whether you prefer to keep the strategies together, or draft the card pool between your friends, you decide how you want to play!

KON 85143......\$29.99

# SPOTLIGHT





#### YU-GI-OH! TCG: SPIRIT CHARMERS STRUCTURE DECK DISPLAY (8)

Structure Deck: Spirit Charmers focuses on Spellcasters and controlling monsters of many Attributes. Basic Charmers can steal away monsters that match their Attribute, and if you control even one Charmer, you can fill the field with familiars! Buff the whole team with Awakening of the Possessed then back up your monsters with powerful Spiritual Art cards that let you remove the best card from your opponents hand, bury any card they control to the bottom of the Deck, inflict massive damage, and more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85121 ......\$79.92



#### BATTLECON SOLO FIGHTERS

Scheduled to ship in October 2020.



#### **ANATH ADRUSTEIA**

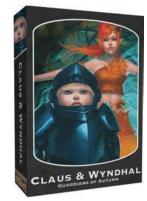
Anath utilizes four different stances, the aspects of Havoc, to unleash her wrath upon foes. Each stance provides incredible boons, but also large weaknesses. Choose wisely to press your advantages or force your opponent to change tactics. Select the right aspects to utterly overpower and destroy your foes!

L99 BCP04 ......\$9.99



#### ANDRUS DOCHARTAIGH CAL

Andrus fights with two swords, each of which gains a special kind of charge that can boost his attacks. These recharge over time, so Andrus must choose when to exert each burst of power for maximum effect. Draw your blades and strike out to overwhelm your rivals defenses! L99 BCP11 .....\$9.99



#### **CLAUS & WYNDHAL**

Claus and Wyndhal fight as they move, slamming into opponents with the force of a storm and knocking them away. This disruption, combined with their high mobility, makes it difficult for foes to target you with their best attacks. Knock your enemies out of the park with strategic

L99 BCP05 .....\$9.99



#### **DOLORES MALEPHAISE CAL**

Doloress wide-reaching attacks combine with the frightful power of the Wings of Malephaise, which allow her to move quickly around the board. Though her ranges are limited, her superior mobility and disruptive potential allow her to create deadly situations for her opponents. Confound and corner your opponents to strike them down!

L99 BCP12 ......\$9.99

ELIZA

Eliza's genres provide her with a wide

variety of powerful, optional effects, which she can use to customize her attacks. By

avoiding foes, she is able to recover these

cards. Make use of your superior flexibility

and choose your opportunities carefully to outfox your foes!

L99 BCP06 ......\$9.99



#### LUCIUS

he must strike foes to break them. With each successful attack, he comes closer to reaching his full potential. With all the shackles broken, he becomes a force to be reckoned with! Break your chains and unleash your full power to overcome anv enemy!



#### **ORIAX**

Oriax's deity cards grant small boons when first invoked, and then more powerful boons after they begin to run out. These devastating effects are limited, however, and Oriax must be careful not to invoke their power too freely or lightly. Call down dark miracles to gain godlike power and obliterate your enemies! L99 BCP15 ......\$9.99



#### **RHEYE CAL**

Rheye's talismans act as traps, locking up portions of the board or forcing her opponents to activate their game-changing effects. Though these traps are limited, just a few of them can turn the tide of a battle. Intimidate opponents as you strike from afar, wielding divine, binding magic to smite your foes! L99 BCP10 ......\$9.99



#### TAKESHI

Takeshi wields a bizarre arsenal of weapons, and is always changing this abilities. Adapt your strategy to find the strength of each weapon, or just throw them at the opponent for critical damage. Be careful though, your supply of weapons is limited! Utilize changing weapons to discover the opponents weakness and break through their defenses! L99 BCP09 ......\$9.99



#### **VICTOR**

Victor's suggestions help him to control threatening opponents, dangerous disadvantages if they violate his commands.
The opponent can only afford to break so many suggestions during a fight, so look for ways to force their hand or put them in an awkward position. Terrorize opponents with your suggestions, or punish those foolish enough to defy them!

L99 BCP13 ......\$9.99

#### **LUCKY DUCK GAMES**



#### THE COURT OF MIRACLES

In The Court of Miracles, players will lead a guild of beggars, scheme with sinister plots, and use trickery to build their renown all in an attempt to take over 16th century Paris. The first player to place all of their Renown tokens is the winner. Players use worker placement and area influence to vie for control of neighborhoods, leading inevitably to standoffs where Renown can be won or lost. Scheduled to ship in September 2020. LKY COM-R01-EN ......\$39.99



#### **EVIL HIKARU**

ELIZA

Evil Hikarus evil elements grant him powers which debilitate and disrupt his opponents. His attacks grow stronger as he sheds these elements, and he must use his styles carefully to avoid regaining them. Use your evil elements to disrupt and corrupt foes, then destroy them with your superior strength!

L99 BCP07 ......\$9.99

GIM

movements and attacks!



#### **CHRONICLES OF CRIME: 1400**

It is the year 1400. You are Abelard Lavel, a knight sworn to King Charles VI the Beloved. You live in the city of Paris in a family mansion not far from the famous Notre Dame Cathedral. Since you were a child, you had strange, prophetic dreams in which you saw violent scenes of past crimes or even ones yet to be committed. The new Chronicles of Crime: 1400 standalone game brings back well-known mechanics from the Chronicles of Crime original game, strengthening the successful brand and adding engaging features to excite both new and experienced gamers. Scheduled to ship in October 2020.

LKY CCM-R01-EN ......\$29.99

#### **MANTIC ENTERTAINMENT**



MGE MGTC0102......\$99.99

#### METALLIC DICE GAMES



#### **16MM STONE POLY OPALITE DICE SET (7)**

MET 102 ..... \$49 99



#### **POUND OF ASSORTED** PREMIUM RESIN DICE

MET 101 ......\$44.99

#### MODIPHIUS



#### **STAR TREK ADVENTURES: KLINGON EMPIRE**

The Klingon Empire Core Rulebook for the Star Trek Adventures Roleplaying Game takes you to the Final Frontier of the Galaxy, where new worlds and new civilizations await bold Klingon warriors hungry for glory and honor. Your duties may take you to the edges of known space, to Klingon colonies in need, to the borders of neighboring galactic powers, or into the eye of interstellar phenomena. Your warship and crew represent the best-trained and most honorable of Klingon warriors, and your cunning and abilities are needed now more than ever. Scheduled to ship in October 2020.

#### **CORE BOOK**

MUH 051071 .....\$55.00 COLLECTOR'S EDITION

MUH 052096 ......\$100.00







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#### CHEDDAR GOBLIN 252 PIECE TWO-SIDED PUZZLE

This double-sided puzzle, measuring roughly 11x16", features the pastavomitting creature that captured the hearts of horror fans worldwide in the 2018 psychedelic revenge thriller Mandy, starring Nicholas Cage. Now, for the first time, the actual packaging featured in the film is replicated to contain this puzzle brought to you by Mondo Games. The front of this puzzle features a behind-the-scenes snapshot of the famous scene from the film, while the reverse-side image offers a mouth-watering challenge for the enthusiast seeking a more advanced challenge. Scheduled to ship in November 2020.

MNG PZAD-CG001.....\$13.00



#### U.S. NATIONAL PARKS MAP 1000 PIECE PUZZLE

We're thrilled to offer fans a second chance at owning one of our favorites in the form of a premium 1000-piece puzzle! The versatile nature of puzzles make them a perfect centerpiece for both social gatherings or dedicated solo practice, and are as useful as a relaxation tool as they are good for our brains. There is nothing quite as satisfying as placing that last piece; especially when the finished product is so worthy of display.

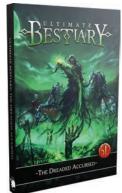
MNG PZ59P-001 ..... \$20.00



#### TREACHEROUS TRAP DECK

You Hear A Click... Save time while prepping or grab traps on the fly! Inside you'll find 50 premade trap cards to challenge your parties, ranging from minor setbacks to deadly threats.

CR 1-4 NRG 1018	\$15.00
CR 5-8 NRG 1019	\$15.00
CR 9-12 NRG 1020	\$15.00
CR 13-16 NRG 1021	
CR 17-20 NRG 1022	\$15.00



#### ULTIMATE BESTIARY: THE DREADED ACCURSED

Beyond the reach of death, perverse and profane, they watch, and wait, and grow hungry. Ultimate Bestiary: The Dreaded Accursed presents a variety of the classic undead and cursed creatures, including ghosts, ghouls, liches, lycanthropes and vampires, fleshing out their origins, habits and habitats, and introducing a wealth of stat blocks to challenge your players from level one to the end of their adventuring careers. So search for them if you must, but beware, for far worse fates than death await.

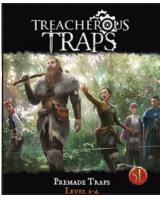
NRG 2002 ......\$40.00



**UNMATCHED: BUFFY THE VAMPIRE SLAYER** 

MNG UMBVS001 ......\$50.00

#### **NORD GAMES**



#### RANDOM TRAP GENERATOR DECK

Easily generate ideas for your own traps! This 100 card deck contains 50 triggers and 50 effects. Pull one of each and create a unique trap every time, which you can flavor and adjust as you see fit.

NRG 1023 ......\$15.00

SPECTACULAR ETTLEMENT



#### TREACHEROUS TRAPS



Spectacular Settlements will help you create all manner of places to populate the worlds in which you play, be they existing settings, or your very own. Inside, youll find easy-to-use settlement builder chapters, interesting NPCs, and a wide variety of other useful tables. For GMs in a hurry, 64 fully-realized pregenerated settlements, each with their own unique artwork and full color map, are ready to be slotted in to any game world in seconds. With the help of this book, realize the places that have been locked within your imagination!

NRG 2105 ......\$50.00



#### **OINK GAMES**

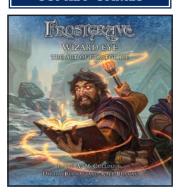


#### **INSIDER: BLACK**

While trying to find the correct answer to the quiz you also need to be on the look out for the insider that is manipulating the game from behind the scenes. Some tricky new elements have been added to insider such as, more difficult theme cards, the new 'follower' role, and some 'offlimits question' cards. You can play with this version only. In addition, you can also add this version together with the original game, Insider, and play with up to 11 people in a team battle.

ONK INSB.......\$23.00

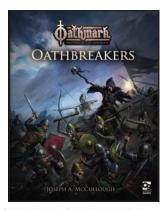
#### **OSPREY GAMES**



#### FROSTGRAVE: WIZARD EYE -THE ART OF FROSTGRAVE







#### **OATHMARK: OATHBREAKERS**

This supplement for Oathmark: Battles of the Lost Age introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival. OŠP OAK003.....\$25.00



#### **THOSE DARK PLACES**

**PAIZO PUBLISHING** 

ATHFINDER

ADVANCED

AYER'S GUIDE SPELL DECK

science fiction roleplaying game of exploration, isolation, and survival in a dark and dangerous universe. Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts arent havens of safety with clean, brightly lit corridors - they're potential deathtraps, funded by budgetconscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

OSPRPG010......\$25.00

ADVANCED PLAYER'S GUIDE -

Expand the array of magic at your fingertips with the *Pathfinder* 

Advanced Players Guide Spell Deck! This must-have accessory

for spellcasting characters contains

more than 150 spell reference cards, containing the spells from every tradition and all focus spells from the

**PATHFINDER RPG:** 

SPELL DECK (P2)



#### **PATHFINDER RPG: BEGINNER BOX (P2)**

Take the first step into an amazing world of fantasy adventure! The Pathfinder Beginner Box contains everything you need to learn how to play the Pathfinder Roleplaying Game, including rules to create your own fantasy hero and tools to make your own amazing stories. Scheduled to ship in November 2020.

PZO 2106 .....\$39.99



#### **PATHFINDER RPG: FLIP-MAT -TROUBLES IN OTARI (P2)**

Bring the exciting adventures of the Troubles in Otari Pathfinder Adventure anthology to life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations from the Pathfinder Second Edition adventure, Troubles in Otari, on either side! One side depicts a mostly abandoned fish camp and the other side shows a sinister and monster-filled dungeon, both prominent locations in the adventure! Scheduled to ship in November 2020.

PZO 30110 ......\$14.99



#### **PATHFINDER RPG: FLIP-TILES -WILDERNESS STARTER SET**

What do you do when the heroes get lost in the woods or decide to head off-road to seek adventures? With the Pathfinder Flip-Tiles: Wilderness Starter Set, we've got you covered! This set features 42 full-color 6 x 6-inch map tiles, with all manner of wilderness tangles and terrains to explore, both sides stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put an endless wildland at your fingertips! Scheduled to ship in November 2020.

PZO 4088 ......\$34.99



#### PATH - FLY FREE OR DIE PART 1 -**WE'RE NO HEROES**

In this thrilling kick-off to the new Fly Free or Die Starfinder Adventure Path, a crew of scoundrels, rogues, and misfits finds it hard to survive in a galaxy where everyone has a price. Targeted by a crime boss and his army of enforcers, preyed upon by faceless mega-corporations, and hounded by rivals, the crew of the Free Trader Oliphaunt line up the big score that will at last make them rich beyond their wildest dreams. Scheduled to ship in November 2020.

PZO 7234 .....\$22.99



#### STARFINDER RPG: **ALIEN ARCHIVE 4 HARDCOVER**

Battle, befriend, or become more than 100 bizarre alien life forms in this allnew creature collection for the Starfinder Roleplaying Game! Features several new aliens fully playable as player character races, making Alien Archive 4 a popular choice for players as well as Game Masters! Scheduled to ship in November 2020.

PZO 7115 ......\$39.99



#### **STARFINDER RPG: FLIP-MAT -**TRANSPORT HUB

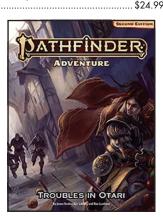
Whether the heroes are trying to flag down a robo-taxi for a night on the town or hopping a grav-train to the next city over, no Game Master wants to spend time drawing every ticket kiosk and waiting room bench. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! Scheduled to ship in November 2020. PZO 7322 ......\$14.99



#### **PATHFINDER RPG: ADVENTURE PATH - AGENTS** OF EDGEWATCH PART 5 -**BELLY OF THE BLACK WHALE (P2)**

The Agents of Edgewatch Adventure Path continues! Having been betrayed by their confidants and stripped of their badges, the Edgewatch agents must perform a daring prison break to spring the wrongly incarcerated primarch. Old enemies become new friends as the heroes work for an infamous underworld crime lord in order to prove their fealty and receive blueprints to the enchanted prison galley known as the Black Whale. Scheduled to ship in November 2020.

PZO 90161 .....\$24.99



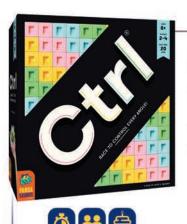
#### **PATHFINDER RPG: ADVENTURE -TROUBLES IN OTARI (P2)**

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! Scheduled to ship in November 2020.

PZO 9558 .....\$22.99



# PANDASAURUS



#### CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friend's cubes before they cover yours

**NOW AVAILABLE!** 

PAN202007 \$24.95

#### **DINOSAUR ISLAND**

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park-but manage customer casualties!
- Includes 50 dinosaur meeples and custom, amber DNA dice.

PAN201703 \$59.95













- The best seller is back!
- · Fun negotiation game.
- · Great player interaction!
- Top 400 strategy game on Board Game Geek.

#### **NOW AVAILABLE!**

PAN202012

\$49.95

#### SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- · Stunning art and Exciting player interaction.
- · A blast for both families and gamers!

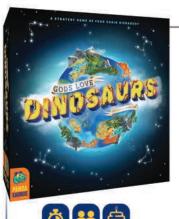
\$29.95 PAN202005 .....













#### **GODS LOVE DINOSAURS**

- · From the designer of Magic Maze.
- Fun domino like tile-laying.
- Control a food-chain from top to bottom!

#### **AVAILABLE: 10/21/20**

\$39.95 PAN202016 .....

#### THE MIND EXTREME

- · The perfect next step for those that love The Mind.
- · Twice the speed, synchronized and backwards!
- · Even more frenetic fun that the original.















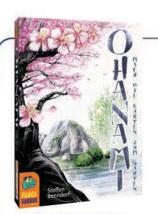






# PANDASAURUS





#### PRE-ORDER

#### **OHANAMI**

- Unique drafting set collection game!
- · A new-classic card game!
- A best seller in Germany and France!

AVAILABLE: 10/28/20

PAN202013 \$14.95

#### MACHI KORO 5TH **ANNIV. EDITION**

- Global smash hit over one million sold.
- · Build your own city, collect money when dice roll.
- · Spiel des Jahres nominee.

PAN201821 .... \$29.95











#### PRE-ORDER

#### THE GAME: QUICK & EASY

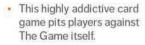
- · Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- · Fun new family-friendly art!

**AVAILABLE: 10/14/20** 

\$14.95 PAN202014







Multi award-winner and Spiel des Jahres nominee.

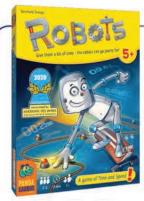
\$12.95 PAN201820











#### / PRE-ORDER

#### ROBOTS

- · Kinderspiele des Jahres nominee!
- A best-seller in Germany!
- · Fun family-friendly cooperative play!

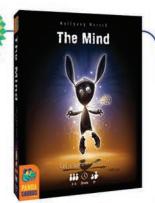
**AVAILABLE: 10/14/20** 

\$14.95 PAN202017 ....

#### THE MIND

- · Explosive hit card game -1.3 million units sold.
- · Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.

\$12.95 PAN201809 ...



























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#### PLAYROOM ENTERTAINMENT



#### **BURGER ACADEMY**

Some people think flipping burgers is pretty easy. But can you flip this burger? Burger Academy will have you schooling your friends when you compete to see who can plan out their movements to flip the burger to match the image you are given. Use your bid cards to see who can do it in the fewest moves! But don't bluff! The person who bids the fewest moves has to attempt to flip the burger! Scheduled to ship in September 2020

UPI 10200......PI



#### **COSMIC COWS**

It's time for the Annual Extraterrestrial Cow-Pulling Contest, and aliens from all over the galaxy have come to watch the event! Go head to head with your cross-cosmos rival to see who can abduct three Cosmic Cows first! Scheduled to ship in September 2020.



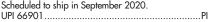
#### DAD JOKE: FACE OFF - AFTER DARK

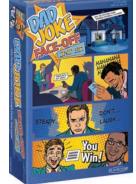
Dad Joke Face-Off After Dark is a 'not-safe-for-work' follow up to the popular game, Dad Joke Face-Off. In Dad Joke Face-Off After Dark, players sit face to face and take turns telling jokes. Read a Dad Joke off of your card and do so WITHOUT SMILING OR LAUGHING, while trying to get your opponent to crack. Sounds pretty simple? Don't take our word for it, get your friends together for a grown-up game night and see who laughs... or doesn't laugh the most! Scheduled to ship in September 2020.



#### **DAD JOKE: FACE OFF V2**

Get ready for the game with the best worst jokes you've ever heard! Inspired by the hit internet sensation, we bring you the party game that will make any game night a laugh riot: Dad Joke Face-Off. We've all groaned or rolled our eyes after hearing 'dad jokes' before but who before, but, when the pressure is on, can you stop yourself from laughing or even cracking a smile? Scheduled to ship in September 2020.





#### **GEEK OUT! 00'S EDITION**

Geek Out! 00's Edition will have you and your friends geeking out and feeling nostalgic about your favorite decade! Outbid your opponents to prove who knows the most about all things 00's! Are you ready for this dope new edition? Woot woot! Scheduled to ship in September 2020. UPI PLE62000 ...... Pl



#### **JURASSIC SNACK**

The young Diplodocus (Diplos) are fond of the delicious leaves that can be found in the surrounding meadows. To win, your Diplos team will have to eat more leaves that the opposing team... unless you choose to use the ferocious T. Rex to eliminate all Dinos opposing the meadow! Scheduled to ship in September 2020.

UPI 74300.....PI



#### **KILLER BUNNIES QUEST: LITE**

You've seen Blue, Yellow, Red, Violet, and so many other colors, flavors and things, but this is where it all begins. After over 15 years of booster sets, this new set will reintroduce you to the world of Killer Bunnies. Simpler mechanics, new references, and the same great sense of humor you have come to know and love. Scheduled to ship in September 2020.

UPI 40000......PI



# LookSee

#### LOOKSEE

LookSee is a fast-paced family game fun for adults and children alike. Roll the dice, figure out the missing number and color, then race the other players to find the missing object on a card! You find the missing object on a card! You find it, you grab it! Then roll again in this exciting visual perception game! Scheduled to ship in September 2020.

UPI 18440......PI

#### POKÉMON COMPANY INTERNATIONAL



#### **POKÉMON TCG: ETERNATUS VMAX PREMIUM COLLECTION**

Stories say the Legendary Pokémon Eternatus is the power behind the Dynamax phenomenon in the Galar region - and now all that power is contained in one place! This premium collection brings you both Eternatus V and Eternatus VMAX as playable foil cards, an oversize card that shows off this Legendary Pokémon in its unique Eternamax form, a collector's pin, anda handful of Pokémon TCG booster packs to expand your collection.

PUI 80805 ......\$24.00



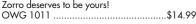
#### POKÉMON TCG: V POWERS TIN

More Pokémon V are here! Choose the y, the peerless courage of Pikachu V, or the loyal heart of Evene V in the Pokémon Trading Card Game: V Powers Tin. Each of these fantastic tins contains a poweful Pokémon V, with the spirit and will to overcome, outlight, and win it all in your next Pokémon battle! Contains 1 of 3 foil *Pokémon V:* Eternatus V, *Pikachu V* or *Eevee V* and 5 Pokémon TCG booster packs. PUI 80739......\$15.00

#### **PULL THE PIN GAMES**

#### THE ZORRO DICE GAME: HEROES AND VILLAINS EXPANSION

More villains and scoundrels have crept into your village and you'll need to stop them to prove you deserve to be the next Zorro! You'll have some help though, as up to 8 potential Zorros can battle them back or you can take them on yourself in a challenging and addicting solo mode. You'll also have access to exciting new Equipment to combo with your existing gear to give you the edge you need to be victorious and prove the mantle of Zorro deserves to be yours!





# BATTLETIECH BEGINNER BOX



CHTATYST Game labs.

**WWW.CATALYSTGAMELABS.COM** 

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#### CAT TOWER (RGS02117)

- Stack your papercraft cats to defeat your opponents!
- · Roll the die to see how you need to stack your cats!
- If your cats fall, they must be returned to your hand!

MSRP: \$20 Ages: 6+ 2-6 Players 15-20 Min

September Release!

#### STELLAR (RGS02050)

- · Calibrate your Telescopes to view Celestial Objects!!
- · Create a beautiful display of planets, moons, asteroids, and more in the night sky!
- · Carefully choose and arrange your cards in this 2 player stargazing competition!

MSRP: \$20 Ages: 8+ 2 Players 30 Mir

Available Now!

#### FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- · Compact size is perfect for travel.
- · Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 Ages: 10+ 2 Players 30 Min

**Available Now!** 





#### **RAIDERS OF SCYTHIA (RGS02139)**

- · Play as one of eight Scythian Heroes each with their own unique player power.
- · Eagles and horses customize your crew with special abilities, strength and VP bonuses!
- · Builds on the award winning game play of Raiders of the North Sea

MSRP: \$55 Ages: 12+ 1-4 Players 60 Min

Available Now!

#### BARGAIN QUEST - SUNK COSTS EXPANSION (RGS02141)

- · Includes a new game mode: Supply Ships!
- Expands the critically acclaimed Bargain Quest!
- Introduces a variety of nautical heroes, monsters and items for your shops!

MSRP: \$25 Ages: 8+ 2-6 Players 45 Min

September Release!

#### **CLANK! ADVENTURING PARTY** (RGS02130)

- · Expand your merry band to include up to 6 players!
- · Includes 6 new starting decks with thieving identities!
- · A new boss, Hexavultus, will challenge all adventurers seeking his treasure!

MSRP: \$30 Ages: 13+ 2-6 Players 60-120 Min

September Release!











#### WARDLINGS CAMPAIGN SETTING (RGS01150)

- · Protect the realm as a young adventure in a new enchanted world!
- · Based on the unique and detailed Wardlings miniatures line.
- 5th Edition Compatible campaign setting with new characters, core class options, and more.

MSRP: \$40 Designer: Elisa Teague Cover Artist: Jacqui Davis

#### **Available Now!**

#### KIDS ON BROOMS (RGS01550)

- · Attend a magical school for witches and wizards like yourself!
- Uncover the secrets of your school while facing down mythical beasts, searching for school secrets and completing your homework!
- Rides brooms, brew potions and cast powerful spells!

MSRP: \$25 Cover Artist: Heather Vaughan

Designers: Johnathan Gilmour, Doug Levandowski, Spence Starke

#### **Available Now!**

#### THE ALTERED CARBON RPG (RGS01156)

- · Rules to Play Archetypes ranging from Socialites to Soldiers.
- · Explore the expansive metropolis Bay City in both its Underground, and Atrium world.
- · Storytelling rules help create immense danger inside of combat and intrique outside combat.

MSRP: \$50 Cover Artist: Lee Souder

Designers: Christopher J. De La Rosa with Ivan Van Norman

November Release!



#### POWER RANGERS: HEROES OF THE GRID BASE GAME (RGS00850)

- · Defeat Rita Repulsa's evil army of monsters to save Angel Grove!
- · Work together to battle incoming foes!
- · Gain experience to call your Zords into action!

MSRP: \$90 Ages: 14+ 2-5 Players 45-60 Min

#### Available Now!

#### POWER RANGERS: RISE OF THE PSYCHO RANGERS (RGS02131)

- Face the Psycho Rangers, a team of evil created from the power of the Dark Spectre!
- Includes new Mastermind rules so you can take control of the forces of evil, pitting player against player in a battle of wits!
- Play as veteran Power Rangers Andros, Carlos, T.J., Ashley, and Cassie!

MSRP: \$60 Ages: 14+ 2-5 Players 45-60 Min

#### September Release!

#### POWER RANGERS: VILLAIN PACK #2: MACHINE EMPIRE (RGS02132)

- · The Royal House of Gadgetry has arrived to conquer Earth!
- Test your skills against King Mondo, Louie Kaboom, General Venjix, Prince Gasket, and Princess Archerina.
- New rules for paired monsters let Gasket and Archerina deploy together as a deadly double-act!

MSRP: \$40 Ages: 14+ 2-5 Players 45-60 Min

#### September Release!















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2020

# 20 Region of the state of the s

#### **RED RAVEN GAMES**

#### HAVEN: SECOND EDITION

The mystical forest has been home and haven to beasts, spirits, and forgotten gods for thousands of years. While the Forest Guardian slumbers, a nearby human village has grown into a city, a monster of iron and furnaces, hungry for the resources of the forest. Can the forest creatures discover enough potent lore to defend their ancient home from the ravenous city? Or will the city use this lore to power their machines and turn the forest against itself? The battle for HAVEN begins! Scheduled to ship in September 2020.

RVM 019NEW .....\$24.95



#### **SLEEPING GODS**

In Sleeping Cods, you and up to 3 friends become Captain Sofi Odessa and her crew, lost in a strange world in 1929 on your steamship, the Manticore. You must work together to survive, exploring exotic islands, meeting new characters, and seeking out the totems of the gods so that you can return home.

RVM 023.....\$84.99



#### **SLEEPING GODS: TIDE OF RUIN**

The Wandering Sea is vast, filled with hidden treasures and lost totems. To the far south lies Zokmere, the sanctuary city, where hundreds of splintered houses cling to the jungle hills in a turquoise bay. In the northeast, the gods hide the remains of a sprawling city, and the history of their malice. Ready your crew. New dangers and adventures await. Sleeping Gods: Tides of Ruin expands the world of Sleeping Gods with a second atlas, accompanying storybook, new adventure cards, enemies, events, and more. Seamlessly combine this expansion with the base game to make the world even larger.

RVM 024.....\$44.99

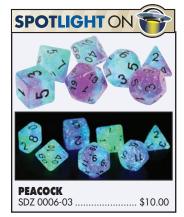
#### SIRIUS DICE

#### RPG DICE SET (7): GLOWWORMS

Each set contains an extra glow-in-the-dark D20!







#### **STEAMFORGED GAMES**



#### GODTEAR: KEERA, THE DRAGON PRINCESS

#### **STEVE JACKSON GAMES**



#### **MUNCHKIN: MUNCHKIN DICE BAG**

We all know that gamers love buying more dice. And we all know that gamers need places to store their new dice. When those gamers are *Munchkin* fans, what better option is there than a *Munchkin Dice Bag?* These 7 bags are perfect for anyone who loves *Munchkin*, with classic art on the outside and satin lining on the inside. Store it with your *Munchkin* games or your dice or both!

SJG 5216......\$11.95

#### KITTEN D6 DICE SET -NEW COLORS

Featuring the adorable artwork of Katie Cook, this set of twelve 16mm six-sided dice brings mischievous kittens to your favorite game! They'll appeal to gamer people and kitty people and everyone in between! Everyone needs more dice. Just be careful when you take these cute kitty and paw print dice to your next gaming session; the other cat fanatics at the table may try to knock the dice to the floor and keep them for their own dice collection. Scheduled to ship in October 2020.

SJG 5933BNEW ......\$13.95



# \*\*\*Kitten.\*\* 500 Piece Puzzle

#### KITTEN ADVENTURERS: 500 PIECE PUZZLE

An evil wizard has cast a spell on Katie Cook's incredible *Dungeon Survival Pack: Kitten Adventurers* artwork, shattering the illustrations into 500 pieces. Only you can reassemble them and help the kitties return to the dungeon and continue their adventure!

SJG 5960.....\$19.95

#### **STONEMAIER GAMES**

#### PENDULUM

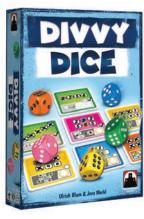
In Pendulum, each player is a powerful, unique noble vying to succeed the Timeless King as the true ruler of Dnya. Players command their workers, execute stratagems, and expand the provinces in their domain in real time to gain resources and move up the 4 victory tracks: power, prestige, popularity, and legendary achievement. Players must use actual time as a resource in managing their strategy to best their opponents, using time on different action types and balancing it with time spent planning and analyzing. The winner will be the player who manages and invests their time most effectively and who builds the best engine, not the player who acts the quickest. Scheduled to ship in August 2020.

STM TBA ......PI



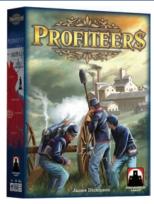
GIM

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#### **DIVVY DICE**

Divvy Dice is an engaging game of luck and strategy. Players purchase cards as they go, and use the dice to earn bonuses and points off those cards. Everyone plays at the same time, because when the active player rolls the dice again, everyone else gets to use a die so players must be careful how much they reroll. Players must work to fill out boxes when its not their turn so that they can complete cards later on their turn. SHG 6033.....\$25.00



#### **PROFITEERS**

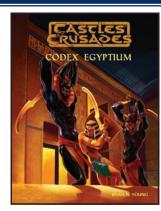
Its 1861. The US is wracked by Civil War. Great issues are at stake: Slavery, States Rights, the preservation of the Union... but you dont care. As a British Profiteer your aim is to supply troops on each side and make as much money as possible. Build factories to produce troops and munitions. Influence the outcome of historic battles. Cash in your war bonds for maximum profit. The player who builds the biggest fortune wins the game. Scheduled to ship in November 2020. SHG PRF01 .....\$24.99

#### **CASTLES & CRUSADES RPG: CODEX CELTARUM 2ND PRINTING**

a dex celtarum

The Codex Celtarum delves into the myths, history, cultures and traditions of the Celtic peoples, the powers of the world around them, the many gods that watched over them and the monsters that haunted their world. Within the Codex Celtarum lies a wealth of information; gaming material that blows new life into the world of the fey, the druid, the ranger and all characters whose travels carry them through the wooded hills, broken crags and dark forests of our primeval imaginings. An exhaustive list of Celtic Gods, Druid Magic, Faery Magic and Wonders of the Celtic World are included throughout this new tome. Scheduled to ship in October 2020.

TLG 81302.....\$29.99



#### **CASTLES & CRUSADES RPG: CODEX EGYPTIUM**

Brian Young has delivered us the sixth in the Mythos Series, bringing to life the world of Ancient Egypt. From a history of that desert land, the mythologies surrounding its creation and the gods who carved it from the ether, to the realms they ruled and the monsters they commanded. More than that, Mr. Young explores the actual geopolitical and cultural world of Ancient Egypt allowing CKs to bring their players to another world, in another time! From Ra to Set, from temple to tomb, unlock the Gods of Ancient Egypt. Bring their otherworldly mythology to your gaming table. Includes Fold Out Poster of the Egyptian World, Charms, Spells and Chariot Rules. Bring the Ancient World to the table Scheduled to ship in October 2020.
TLG 81351 ......\$29.99

#### **THAMES & KOSMOS**

### **SPOTLIGHT**



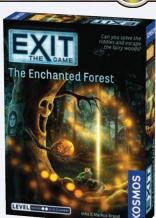
#### **EXIT: THE CEMETERY** OF THE KNIGHT

According to an old legend, a priceless red ruby is said to be hidden in the tomb of Sir Reginald Wreston and it can only be found when the moon is at just the right angle in the nights sky. The problem is, the moon is only ever at the right angle at midnight on a specific night once every 87 years! But guess what? Tonight is that night! Up until now the crypt has remained sealed, and over the course of centuries, no one has ever over the course or centuries, no one nas ever succeeded in opening it. Who knows what might happen tonight you think to yourself as you make your way into the darkness. Will you and your group of curious treasure hunters have what it takes to finally solve the mystery and uncover the coveted gem? Scheduled to ship in October 2020. TAK 692876......\$14.95

### **SPOTLIGHT** ON

#### **EXIT: THE ENCHANTED FOREST**

What you had planned to be a relaxing walk in the woods suddenly takes a very different turn. As you are walking over a bridge, it unexpectedly disappears behind you and you begin to encounter strange fairytale creatures and even stranger puzzles. What's going on here and how are you ever going to find your way out of this forest again? Scheduled to ship in October 2020. TAK 692875......\$14.95



**ASCENSION: ETERNAL** Ascension Eternal is a fast-paced deckbuilding game designed by Magic Pro Tour champions Justin Gary, Rob Dougherty, and Brian Kibler. Easy to learn and a perfect entry point for new players! With a 20 minute playtime for 2 and the ability to add multiple copies together for more player action! Scheduled to ship in September 2020. UPI 10190......PI



#### CTHULHU'S VAULT TAROT DECK

Find your future as told through Lovecraftian lore with the *Cthulhu's Vault Tarot Deck* and Guidebook. With 78 unique full-color artwork illustrated by fantasy artist Jacob Walker, this tarot deck, based on the popular Rider-Waite format, is an excellent collectible addition for fans of tarot reading or horror fiction tales by H.P. Lovecraft. Scheduled to ship in September 2020. UPI 85681 ...... PI

#### **DUNGEONS & DRAGONS**



#### JUMBO D20 DICE PLUSH

Scheduled to ship in September 2020. UPI 18356.....









#### PREMIUM ZIPPERED CHARACTER FOLIO

Scheduled to ship in August 2020. UPI 18202.....PI







#### **ECLIPSE GLOSS SMALL SLEEVES (60)**

ECLIPSE GLOSS SMALL SLEEVES (OV)	
Scheduled to ship in August 2020.	
APPLE RED UPI 15628	PI
ARCTIC WHITE UPI 15624	PI
FOREST GREEN UPI 15629	PI
JET BLACK UPI 15625	PI
PACIFIC BLUE UPI 15626	PI
ROYAL PURPLE UPI 15634	PI
<b>SKY BLUE</b> UPI 15627	PI





#### **ECLIPSE GLOSS STANDARD SLEEVES (100)**

Scheduled to ship in August 2020.	
<b>APPLE RED</b> UPI 15604	PI
ARCTIC WHITE UPI 15600	PI
FOREST GREEN UPI 15605	PI
HOT PINK UPI 15609	PI
JET BLACK UPI 15601	PI
LEMON YELLOW UPI 15608	
LIME GREEN UPI 15606	PI
PACIFIC BLUE UPI 15602	PI
PUMPKIN ORANGE UPI 15607	PI
ROYAL PURPLE UPI 15610	PI
SKY BLUE UPI 15603	PI
SMOKE GREY UPI 15611	PI

#### <u>POKÉMON TCG</u>

Scheduled to ship in September 2020.



#### SEP SWORD AND SHIELD 3.5 4-POCKET PORTFOLIO

4-POCKET PORTFOLIO
UPI 15657......PI
9-POCKET PORTFOLIO
UPI 15658......PI

#### SWORD AND SHIELD 4 4-POCKET PORTFOLIO UPI 15230......9-POCKET PORTFOLIO

UPI 15231......PI



#### MAGIC THE GATHERING CCG: COMMANDER LEGENDS

Scheduled to ship in September 2020.
<b>LIFE PAD V1</b> UPI 18480PI
<b>LIFE PAD V2</b> UPI 18481PI
<b>LIFE PAD V3</b> UPI 18482PI
<b>LIFE PAD V4</b> UPI 18483PI
<b>LIFE PAD V5</b> UPI 18484PI
<b>PLAYMAT V1</b> UPI 18472PI
<b>PLAYMAT V2</b> UPI 18473PI
<b>PLAYMAT V3</b> UPI 18474PI
<b>PLAYMAT V4</b> UPI 18475PI
<b>PLAYMAT V5</b> UPI 18476PI
<b>PLAYMAT V6</b> UPI 18477PI
<b>PLAYMAT V7</b> UPI 18478PI
<b>PLAYMAT V8</b> UPI 18479PI
<b>PLAYMAT V9</b> UPI 18496PI
PRO 100+ DECK BOX AND 100CT
SLEEVE V1
UPI 18467PI
SLEEVE V1 UPI 18467PI PRO 100+ DECK BOX AND 100CT
SIFFVF V2
<b>SLEEVE V2</b> UPI 18468PI
SLEEVE V2 UPI 18468PI PRO 100+ DECK BOX AND 100CT
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468 PI PRO 100+ DECK BOX AND 100CT SLEEVE V3 UPI 18469 PI PRO 100+ DECK BOX AND 100CT
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468 PI PRO 100+ DECK BOX AND 100CT SLEEVE V3 UPI 18469 PI PRO 100+ DECK BOX AND 100CT SLEEVE V4 UPI 18470 PI PRO 100+ DECK BOX AND 100CT
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468
SLEEVE V2 UPI 18468 PI PRO 100+ DECK BOX AND 100CT SLEEVE V3 UPI 18469 PI PRO 100+ DECK BOX AND 100CT SLEEVE V4 UPI 18470 PI PRO 100+ DECK BOX AND 100CT SLEEVE V5 UPI 18471 PI PRO 100+ DECK BOX AND 100CT SLEEVE V5 UPI 18471 PI PRO 100+ DECK BOX AND 100CT SLEEVE V5
SLEEVE V2 UPI 18468

#### MAGIC THE GATHERING CCG: DOUBLE MASTERS TABLE DI AVMATS

PLATMAIS
Scheduled to ship in September 2020.
6' UPI 18437P
8' UPI 18438P

#### MAGIC THE GATHERING CCG: DOUBLE MASTERS PLAYMATS

Sch	edu	led to	ship	in S	Sept	em	be	r 2	20	2	0.	
V١	UPI	1842	25									 ı
V2	UPI	1842	26									
V3	UPI	1843	32									 Ì

#### MAGIC THE GATHERING CCG: ZENDIKAR

Scheduled to ship in November 2020 COMMANDER PLAYMAT V1	).
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UPI 18465 COMMANDER PLAYMAT V2	r
LIDI 104//	-
UPI 18466 PLAYMAT V1 UPI 18446	۲
PLAYMAT V2 UPI 18447	
PLAYMAT V3 UPI 18448	
PLAYMAT V4 UPI 18449	
PLAYMAT V5 UPI 18450	۲۲
PLAYMAT V6 UPI 18451	۲
PLAYMAT V7 UPI 18452	۲۲
PLAYMAT V8 UPI 18453	P
<b>PLAYMAT V9</b> UPI 18454	
PLAYMAT V10 UPI 18455	
PLAYMAT V11 UPI 18456	
PLAYMAT V12 UPI 18457	P
PRO 100+ DECK BOX AND 100CT	
SLEEVES V1	_
UPI 18463 PRO 100+ DECK BOX AND 100CT	P
SLEEVES V2	
UPI 18464 PRO 100+ DECK BOX V1	P
PRO 100+ DECK BOX V1	
UPI 18443 PRO 100+ DECK BOX V2	F
PRO 100+ DECK BOX V2	
UPI 18444 PRO 100+ DECK BOX V3	P
PRO 100+ DECK BOX V3	
UPI 18445	P
PRO BINDER 9-POCKET	
UPI 18458	P
STANDARD DECK PROTECTOR	
SLEEVES 100CT V1	
UPI 18493	F
STANDARD DECK PROTECTOR	
SLEEVES 100CT V2	
UPI 18441	P
STANDARD DECK PROTECTOR	
SLEEVES 100CT V3	
UPI 18442	P
UPI 18442STANDARD DECK PROTECTOR	
SIFFVES 100CT V4	
UPI 18461	P
STANDARD DECK PROTECTOR	
SLEEVES 100CT V5	
UPI 18462	P
ΤΔΒΙ Ε ΡΙ ΔΥΜΔΤ 6'	
UPI 18459 TABLE PLAYMAT 8'	P
TABLE PLAYMAT 8'	
UPI 18460	P

#### MAGIC THE GATHERING CCG: RELIC TOKENS PACK DISPLAY - RELENTLESS COLLECTION (24)

Scheduled to ship in September 2020.
UPI 18337.....

#### **SATIN TOWER: BOOMBOX**

The BOOMBOX is a fun multi-use card playing companion. With a Bluetooth speaker and phone charger encased in Ultra PRO's Premium Satin Tower deck box, you can play music, receive calls, store cards safely, and entertain friends while playing tabletop games. Like the regular version of our the Satin Tower, this deckbox is designed to hold 100+ standard-sized trading cards in Ultra PRO Deck Protector sleeves. Easily connect to any Bluetooth device. Speakerphone capabilities for hands-free calling. Designed to protect and hold up to 100+ Standard sized trading cards (such as Magic or Pokémon) in Ultra PRO Deck Protector sleeves. Scheduled to ship in September 2020.



#### **UPPER DECK ENTERTAINMENT**



#### **LEGENDARY DBG: MARVEL - INTO** THE COSMOS DELUXE EXPANSION

For this exciting addition to *Legendary*, heroes and villains converge from all corners of the universe to add cosmicallycharged power to your deck! This 200-card deluxe expansion introduces some of the most powerful cosmic beings in the Marvel Universe to the vast world of Legendary: A Marvel Deck Building Game. Scheduled to ship in December 2020.

UDC 94062......PI

#### **USAOPOLY/THE OP**

#### 1000 PIECE PUZZLES

Scheduled to ship in August 2020.



#### **ANIMAL CROSSING** 'NEW HORIZONS'

Find peacefulness in assembling this setting from New Horizons in a 19" x 27" jigsaw puzzle, where your plants and crafting has welcomed friends like Beau, Vesta, Pekoe and Daisy Mae to enjoy the 



#### **BEETLEJUICE** 'GRAVEYARD WEDDING'

You are invited to the wedding of the year to celebrate the marriage of Beetlejuice and his bride in this 1,000-piece puzzle. USO PZ010687......PI



#### **BOB'S BURGERS BURGER DREAMS**

Spatulas, saucey swirls, and winged burgers are the things of dreams found in this surreal and colorful 19" x 27" jigsaw of Bob's Burgers restaurateurs and some of their personal effects. USO PZ006633 ......PI



#### **BREAKING BAD**

Collectible jigsaw puzzle featuring Heisenberg himself Walter White from the hit AMC show Breaking Bad in this 1,000-piece puzzle.



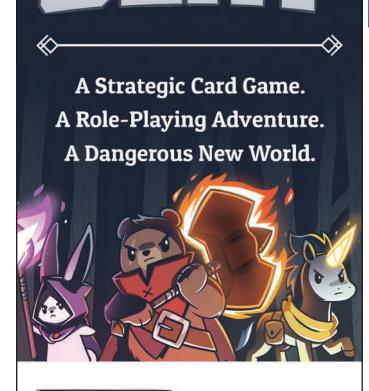
#### GARBAGE PAIL KIDS 'YUCK'

Connect 1,000 pieces of a creepy collage featuring Atom Bomb, Fryin Ryan, Hippie Skippy and other characters that'll have you saying Yuck!



#### THE GOLDEN GIRLS 'CAST'

Piece together this 1000-piece puzzle featuring Blanche, Rose, Dorothy, and Sophia from the iconic series The Golden Girls. USO PZ118506......PI





30-60 min

2-6 players



Coming to a store near you on



MSRP: \$20









#### THE GOLDEN GIRLS 'I HEART MIAMI'

Head to Miami and enjoy the lovable foursome of The Golden Girls - Blanche, Rose, Dorothy, and Sophia in this collectible 1,000-piece jigsaw puzzle. This puzzle will win your heart with a photo of the ladies holding a plush gator that you might say is as snappy as Sofia herself. USO PZ118509......PI



#### HARLEY QUINN 'DIE LAUGHING'

Take a swing at this 1,000 piece jigsaw puzzle capturing retro-style DC villainess Harley Quinn in fine detail and true form, from the stickers on her mallet to her pink pom-pom laces. USO PZ010533.....PI



#### HARRY POTTER 'DOBBY'

No socks needed to let Dobby free in this magically detailed 1,000-piece jigsaw puzzle, featuring the beloved house elf in his ever-humble pose. USO PZ010629



#### JOKER 'CLOWN PRINCE OF CRIME'

Piece together this 1000 puzzle jigsaw puzzle featuring The Joker from the DC Comics Universe. Made in the USA and quality-checked for fans to enjoy this collectible puzzle with clean edges and zero dust.

USO PZ010536......PI



#### NARUTO 'RAMEN TIME'

This 19" x 27" jigsaw puzzle from *Naruto Shippuden* will remind you to slurp loudly as you put together 1,000 pieces to show the hungry ninja enjoying a bowl from Ichiraku in Ramen Time! USO PZ086711.....PI



#### SCOOBY-DOO! 'THOSE **MEDDLING KIDS!**

Join those meddling kids and their caninepal Scooby from Mystery Inc in this character-filled 1,000-piece puzzle. USO PZ010544 .......



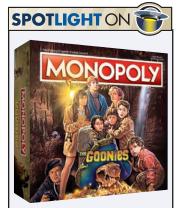
#### THE SHINING 'COME PLAY WITH US'

A 1000 piece puzzle that will bring entertainment to fans of *The Shining* forever and ever and ever. Scheduled to ship in August 2020. USO PZ010720......PI



#### **NATIONAL PARKS** 2020 MONOPOLY

A MONOPOLY-themed adventure with the great outdoors awaits you! Plan a crosscountry vacation and experience over 60 of the most beautiful and historic sites in America in this special National Parks Edition of MONOPOLY. Scheduled to ship in August 2020. USO MN025000 ..... PI



#### THE GOONIES MONOPOLY

Never say die! with MONOPOLY: The Goonies! Go on a quest for One-Eyed Willy's hidden treasure and buy, sell, and trade locations around Astoria, Oregon in this version based on the classic 80s adventure movie! Scheduled to ship in August 2020. USO MN010718.....PI



#### **SUPER MARIO VS BOWSER CHECKERS & TIC TAC TOE**

Join Mario and Bowser and celebrate one of the greatest rivalries in video games with this collectible Super Mario & Bowser Checkers / Tic-Tac-Toe set. Scheduled to ship in August 2020. USO CM005637 ..... PI

#### **WARLORD GAMES**

BLACK POWDER Scheduled to ship in July 2020.



#### **SPANISH INFANTRY (1ST** BATTALION) 1805-1811 WLG 302411501 ..... PI

SPANISH INFANTRY (2ND & 3RD **BATTALIONS) 1805-1811** WLG 302411502......PI

#### **WIZARDS OF THE COAST**





#### **DUNGEONS & DRAGONS RPG:** ICE WIND DALE - RIME OF THE FROST MAIDEN

Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes.

HARDCOVER WOC C78670000	. \$49.95
ALTERNATE COVER WOC C78920000	. \$49.95



#### **DUNGEONS & DRAGONS RPG:** ICE WIND DALE - RIME OF THE FROST MAIDEN DICE SET

Immerse yourself in an Icewind Dale Dungeons & Dragons adventure with a full Dungeons & Dragons adventure with a tull set of 11 dice made for the frozen north. Navigate the treacherous tundra with a player-friendly, foldout map of lcewind Dale on one side and Ten-Towns on the other. Keep your dice on the table with a durable, felt-lined box that functions as two dice trays. 20 double-sided cards with descriptions and beautiful illustrations. with descriptions and beautiful illustrations will introduce you to the characters and creatures you might encounter on your D&D journey.

.....\$29.99 WOC C87150000.....

#### WIZKIDS/NECA

#### **CLASH OF CULTURES: MONUMENTAL EDITION**

Clash of Cultures: Monumental Edition brings back the clasic game of exploration, expansion, and development with all-new updates! Grow your civilization, advance your culture and tech, and leave your mark by building Wonders. Includes the highly sought after Civilizations and Aztecs nighty sought after Civilizations and Aztecs expansions for an epic adventure. Fully sculpted minis of the 7 Wonders included for the first time. All new cover art, newly sculpted minis, and graphic design. Scheduled to ship in November 2020. WZK 87515......\$139.99



#### **DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS** OF THE REALMS PREMIUM FIGURES W4

Scheduled to ship in December 2020.



DRAGONBORN SORCERER FEMALE WZK 93029 .....\$7.99



**ELF PALADIN FEMALE** WZK 93025.....\$7.99



**DWARF PALADIN FEMALE** 

WZK 93027 .....\$7.99













HALF-ORC FIGHTER FEMALE WZK 93026 .....\$7.99



**HUMAN RANGER MALE** WZK 93030 .....\$7.99



**HUMAN CLERIC MALE** 

WZK 93023 ..... .\$7.99



**HUMAN ROGUE MALE** 

.....\$7.99 WZK 93022...



**HUMAN DRUID MALE** 

WZK 93031 .....\$7.99



**HUMAN WARLOCK MALE** 

WZK 93024.....\$7.99



#### **ICONS OF THE REALMS SET 15 FANGS AND TALONS BOOSTER BRICK (8)**

Scheduled to ship in November 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 96000 ...... \$135.92

#### **DUNGEONS & DRAGONS FANTASY MINIATURES:** ICONS OF THE REALMS SET 15 FANGS AND TALONS -**PURPLE WORM PREMIUM**

Scheduled to ship in November 2020.

WZK 96002 .......\$49.99



#### **DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS THE TOWER**

Towers are the archetypical location for adventure, and WizKids new tower set piece is an awesome way to add more depth to your game. Whether you are exploring the ruins of a long-forgotten tower along the Sword Coast or stumbling into the domain of an eccentric wizard, The Tower can help you elevate your game to the next level and bring a sense of immersion to every player at the table. With its modular design and easily removable layers, you can customize its appearance to meet whatever goals you have for your play experience! Scheduled to ship in November 2020. WZK 96017 ...... \$249.99

#### **SPOTLIGHT**



#### MAGIC THE GATHERING: PHUNNY BY KIDROBOT

With over 20 billion Magic cards being traded and tens of millions of players across the globe, we could not be happier to bring part of this iconic game to life! Kidrobot brings to life some of our favorite Magic: The Gathering characters in Phunny plush form. Each Phunny is made with premium, super-soft materials, and we are excited to release the most huggable Planeswalkers yet! Scheduled to ship in October 2020.

AJANI	
WZK 16279	\$11.99
CHANDRA	
WZK 16280	\$11.99
CAPPIIK	
WZK 16281	\$11.99
NICOL BOLAS	
WZK 16278	\$11.99

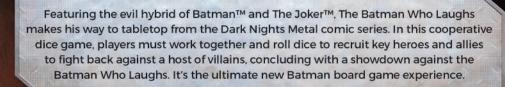


#### **WIZKIDS 4D SETTINGS: ENCAMPMENT**

Gather 'round the fire with the newest addition to the WizKids 4D Settings line, the Encampment! Every adventurer needs a place to rest after a harrowing adventure and this set gives you exactly that. You and your players will have everything you need to recharge before the next battle ensues and the adventure continues. Scheduled to ship in September 2020.

WZK 75000 .....\$39.99



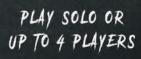


DETAILED FIGURE OF THE BATMAN WHO LAUGHS AND EVIL ROBINS

FROM THE DARK NIGHTS METAL COMIC SERIES



OVER 150 COMPONENTS!





RECRUIT CHARACTERS TO BATTLE AGAINST VILLAINS





AVAILABLE THIS FALL











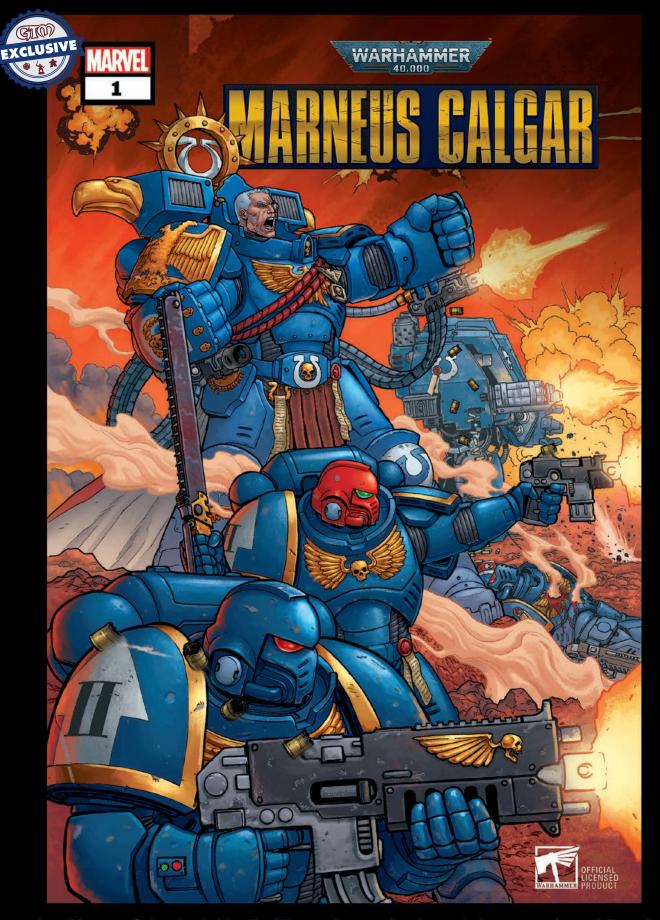








| @theopgames | TheOp.games



The Legendary *Marneus Calgar* leads his elite Ultramarines against humanity's greatest threats! Brought to you by writer Kieron Gillen and artist Jacen Burrows, bear witness to this Space Marine legend's mysterious past for the first time ever in the Marvel Comics series that no 40K fan can miss!

READ ON FOR AN EXCLUSIVE PREVIEW AND FIND THE BOOK AT YOUR LOCAL COMIC SHOP OR GAME STORE THIS OCTOBER!

























"I am venerable enough to have bought Rogue Trader in 1987. Since then, I like to think every hastily dry-brushed Necron, every badly edge-highlighted Marine, every ignored Harlequin (as painting Motley petrified me) has prepared me for writing the first Warhammer comics for Marvel. If I said, 'Getting to explore the roots of Marneus Calgar and setting the stage for Marvel's Warhammer comics is a dream come true,' I would be betraying everything this grim future should be since 'dream' implies the possibility of hope. But getting to do this is the sort of thing Slaanesh would wave in my direction if she wanted me coming over to the tentacle-y side."

"Or to translate for those less indoctrinated in 40K, I'm excited."

- Kieron Gillen, writer

Games Retailers, be sure to order your copies by the FOC of 9/21/20, using *Diamond Code AUG200659!* 





# PAINT SETS

#### **NEW FOR 2020**

Our new *FastPalette* paint sets are themed paint sets that eliminate the guesswork of trying to coordinate colors!



09902 Fantasy Flesh FastPalette \$21.99



09904 Hammer and Anvil FastPalette

Each *FastPalette* contains 6 MSP colors, are airbrush-friendly, water soluble, and easy to clean! Just pick up a set and start painting!



#### BATTLE FEARLESSLY ACROSS A THOUSAND WORLDS IN



Warcaster: Neo-Mechanika is the latest miniatures game from Privateer Press, but it is their first true science-fiction skirmish game. Warcaster continues Privateer's legacy of award-winning game rules and miniatures and robust Organized Play offerings while introducing a completely new and unique experience on the tabletop.

In Warcaster: Neo-Mechanika, YOU are the Warcaster. You are not a pawn on the tabletop; you are the god making the moves. Your power comes from a resource called Arcanessence (Arc for short), which can be used to charge up the powers and abilities of the fierce warriors, robotic warjacks, and heavily armed vehicles that you deploy into combat.

#### **CUSTOMIZE YOUR FORCE**

Before battle, you'll assemble a force of 8 to 15 units, which include three-model infantry squads, individual heroes and solo operatives, the mighty warjacks and small vehicles. You'll also customize the weapon load-outs of your warjacks and vehicles, and choose twelve Cyphers to build a small deck of cards called the Rack. There are no point costs — army-building and deck customization is fast and easy. Grab what you want and get ready to battle.



#### **HIGH-SPEED SCENARIOS**

Game play revolves around narrative-driven, objective-based scenarios using a high-speed alternating activation system. You won't have time to check your text messages during a *Warcaster* battle—turns fly by as each round moves the Pulse Tracker scenario timer ahead toward the game's ultimate conclusion.

#### **KNOW NO FEAR**

Warcaster plays across the entire table. Each turn, you'll deploy new units from your reserves, summoned to the battlefield through portable void gates that can be dynamically

placed to maximize your tactical options. And as a Warcaster, you can battle fearlessly; when your units are destroyed, they return to your reserves to be redeployed in later turns. You'll never lose to attrition. Warcaster battles are furious skirmishes right up to the last pulse when the victor is decided by the scenario objectives.



#### SUPERCHARGE YOUR MECHANIKA

Your units are loaded with powerful weapons and gear that utilize a new technology







called Mechanika. By channeling Arc into them, you can increase their potency in battle and activate special effects and abilities. Spike Mechanika with an overloaded charge, and you can trigger even greater abilities to devastate your opponent's forces.

#### **ENGAGING COMBAT**

Warcaster uses dice for conflict resolution, but instead of using normal six-sided dice with numbers, Warcaster is played with Privateer's trademark Strike Dice, which use a unique design of symbols to indicate successes and blank sides to indicate failures. Combat consists of opposed roles, so both attacker and defender are always engaged. And the better an attack succeeds, the more crushing the blow to the defender.

#### **ULTIMATE POWER**

The secret weapon of the *Warcaster* is the customizable Rack from which the Warcaster oversees battle. Cyphers are powerful "spells" that the Warcaster can project across the battlefield from the safety of this armored battle carrier, positioned outside the main combat. Harmonics bolster and protect your units while Geometrics increase the strategic capabilities of your squads. Overdrives amp up the power of your warjacks, and Furies set the field of battle ablaze with unparalleled destructive force.

#### THE THOUSAND WORLDS

Warcaster battles take place across the Thousand Worlds of the Cyriss galaxy. Each world is connected by a network of interplanetary void gates known as the Hyperuranion. Control of these massive gates is hard fought for, as are the bounties of Arcanessence and other resources they can lead to.

Three human Factions vie for dominance of the Hyperuranion: the technologically advanced, imperialistic Iron Star Alliance; the fiercely independent coalition of free Marcher Worlds; and the vast outlaw cult known as the Aeternus Continuum, who will stop at nothing to unlock the key to immortality. But humanity is not native to any of the Thousand Worlds. They are refugees from a world beyond Cyriss who seized control of the Hyperuranion from its architects — the Empyreans — five thousand years ago. And now, the Empyreans — a collection of many advanced species whose essence is now eternally preserved in a myriad of terrifying machines — want their galaxy back.

The battle for the Thousand Worlds is coming to a tabletop near you. Decide what you fight for. Choose your allegiance. And experience the incomparable power of a Warcaster.

Download the FREE rulebook and learn more at: warcaster.com

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## FIND THE PERFECT GAME FOR YOUR NEXT GAME NIGHT!



WHETHER IT'S FOR YOU, YOUR FAMILY, PARTNER OR GAMING GROUP, WE'VE GOT RECOMMENDATIONS FOR YOU!

#### **BOARD GAMES FOR FAMILIES**





all have a place in this peaceful haven.
 But the tranquil setting belies the game's competitive heart.

**Perfect For Fans Of:** tile-laying games, games with player interaction, and art depicting the beauty of nature.

Why You'll Love It: It's both calming and strategic. You'll be able to learn the mechanics quickly, but you'll find replayability as you adjust your strategies and next move to what your opponents are doing.

#### CLANK! A DECK-BUILDING ADVENTURE (RGS 00552)

Dungeon delve in a sneaky race to try to collect the most valuable treasure and escape a rampaging Dragon before you get caught!

Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. But be quick and quiet! One false-step and — Clank! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can only enjoy your plunder if you make it out of the depths alive!

**Perfect For Fans Of:** deck-building games, pick up & deliver games, and games where you explore dungeons and fight off dragons.

Why You'll Love It: With lots of replayability, winks & nods to pop culture tropes, and numerous expansions to mix and match the game, this game features accessible mechanics with strategic gameplay! Scifi fans should check out Clank! In! Space! and legacy game fans can dive deep into Clank! Legacy: Acquisitions Incorporated.

#### **FUSE (RGS 00504)**

Invaders are on your ship! Their goal: Total Destruction!

FUSE is a real time cooperative dice game where friends work together to save their ship from destruction! Bombs have been detected on-board, and the ship's computer has begun to countdown. You have been called into action to neutralize the threat, but you only have 10 minutes!

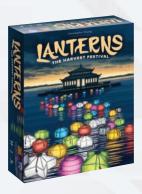
**Perfect For Fans Of:** collaborative games, easy to learn and quick to play games, and high excitement levels.

Why You'll Love It: It's co-operative, fast, and engages everyone around the table! FUSE will have your family scrambling together to save their ship!



Nowhere is nature's beauty quite so evident as in the resplendent colors of an arboretum.

In Arboretum, you create carefully planned paths for your visitors to walk as they take in the colorful explosion of buds and leaves. The cheerful cherry blossom, the fragrant dogwood, the mighty oak



#### LANTERNS: THE HARVEST FESTIVAL (RGS 00502)

Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in Imperial China. *Lanterns: The Harvest Festival is* a tile placement game set in imperial China. Players act as artisans decorating the palace lake with floating lanterns.

**Perfect For Fans Of:** tile-laying games, quick-playing strategy games, and easy-to-learn games.

Why You'll Love It: Everyone around the table will be engaged turn after turn, as the shared board changes and everyone around the table (usually) gains a resource every turn. Optimizing your next tile while minimizing the benefit to your opponents creates strategy opportunities and offers meaningful choices.

#### **BOARD GAMES FOR COUPLES**

to stay in synch while they work together to collect gems.



FOX IN THE FOREST DUET (RGS 02048)

Fox In the Forest Duet is a cooperative trick-taking game for 2 players, each playing cards to win tricks and cooperate to move a token through the forest and collect gems. Each card has special fox tracks which indicate how many spaces in each direction the token moves on the track.

**Perfect For Fans Of:** Trick-taking card games, cooperative games and fairy tale art.

Why You'll Love It: This is an easy to learn, quick to play game for 2 that creates interesting challenges for players

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#### STELLAR (RGS 02050)



Collect sets and build your tableau while you marvel at the cosmos. In *Stellar*, you are stargazers calibrating your telescopes to bring into view celestial objects of various types — planets, moons, asteroids, interstellar clouds, black holes, even satellites — as you create a beautiful display of the night sky!

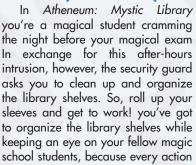
**Perfect For Fans Of:** stargazing, set collection and tableau building.

Why You'll Love It: While simple to learn, Stellar is a beautifully-illustrated game

that can offer big rewards to players who can manage to optimize their tableau. Look for the interesting factoids on the cards!

#### **BOARD GAMES FOR THE GAME COLLECTORS**

#### ATHENEUM: MYSTIC LIBRARY (RGS 02135)





you take will give actions to the students near you!

**Perfect For Fans Of:** magical students, accessible strategy games and tableau-building games..

Why You'll Love It: while trying to optimize your turns and make strategic choices in pursuit of the most points, you'll still giggle at the book titles like Big Bad Grandma and Runaway Bride of Frankenstein.





#### **WEST KINGDOM SERIES**

#### (RGS 00819, RGS 02033, RGS 02127)

Build monuments and cathedrals, outposts and fortifications, and craft works of art in the guild hall in this trilogy of games set in West Francia. Comprised of the multi-award winning base game and expansions, Architects of the West Kingdom, Paladins of the West Kingdom, and Viscounts of the West Kingdoms, the West Kingdom Series has everything you need for the epic quest of gaining victory points!

**Perfect For Fans Of:** Worker placement, Euros, and games that make you strategize.



Why You'll Love It: These are mid-range strategy games at their best with a little something for everyone with all experience levels!

#### GAMES FOR ROLE-PLAYERS WARDLINGS (RGS 01150)



Protect the realm as a young adventurers in a new enchanted 5e compatible world!

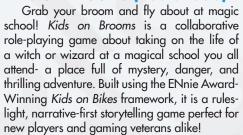
In Wardlings, children are the saviors of the land who venture on epic quests to protect their realm, and holding on to the virtues of youth has never been more imperative! This book contains character creation rules for your new Wardlings character, new core class options, a whole new magic system for your Wardling's familiar, an overview of the lands of Or'Mya and its inhabitants, new

backgrounds, powerful spells, whimsical monsters, and more — all fully compatible and customizable with the 5th Edition of the "world's greatest roleplaying game."

Perfect For Fans Of: the 5th Edition of the most popular roleplaying game in the world, magical adventure, young adult fiction, collaborative storytelling, and fantasy quests.

Why You'll Love It: Wardlings brings new systems of magic, races, familiars and beasts to supplement to your role-playing campaigns.

#### KIDS ON BROOMS (RGS 01550)



KDS ON BROOMS

AND 
**Perfect For Fans Of:** collaborative storytelling, magical schools and young adult fantasy fiction.

Why You'll Love It: This game provides narrative heavy play in a setting full of magical intrigue and youthful shenanigans. *Kids on Brooms* is for gamers of all ages who want to adventure as magical students in an enchanted school of their own design.



Victoria Rogers is the producer and GM of the award-winning RPG podcast The Broadswords. She also is a games writer, copywriter, and social media witch based out of Ontario, Canada.



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#### RETURN TO THE WORLD OF FLOTILLA IN

# SEASTEAD

AN ALL-NEW 2-PLAYER RESOURCE COLLECTION AND BUILDING GAME!

WHITE S

#### **SEASTEAD**

#### WZK 87521 ...... \$29.99 | Available October 2020!

Seastead is an all-new 2-player game set in the world of 2019's Flotilla. It takes place in an alternate mid-20th century where nuclear testing rendered 99% of the planet radiated and uninhabitable, and melted the ice caps, leaving the world we knew underwater. Now, the remnants of humanity have come together to live on an interconnected network of flotillas, and work to rebuild.

As a leader in this new civilization, you will dive to salvage resources, build new structures to meet the demands of the growing colony, and clean up the toxic pollutants that choke the waves. With a shrewd eye for commerce and a commitment to your citizens, you will establish the most prestigious home the flotillas have ever seen.

You'll also be working to outshine your rival and take control for yourself. But, with the survival of humanity in the balance, sabotaging them outright would put too much at risk! So in *Seastead*, many of your actions will also help your opponent — you just have to make sure you don't help them *too* much.



Each turn you will either dive to gain resources, or build a building from your player mat. Whenever you dive, you'll draw a card with two different resource collections to choose from. Choose wisely, because whichever resources you don't pick will go to your opponent! You'll have to keep a close eye on their needs and opportunities, and sometimes will have to give up the resources you wanted to avoid setting them up for success.

When you construct a building, you'll spend a number of resources, and add it to one of the four central flotilla tiles, opening up bonuses and abilities. Ports allow you to add a dock tile to the port's location, which adds bonus victory points for adjacent buildings. These points can go to either player, so once again, you need to be careful not to help your opponent more than you help yourself. Academies allow you to select a specialist card, which grants you a powerful one-time-use ability, or a victory point if you don't use it by the end of the game. Shipyards grant you a ship that you can sail around the flotillas to assist in construction, giving you a resource discount if you build at its location. You'll also get additional bonuses whenever you finish building all 4 of buildings of a certain type, or one of each. You'll be racing for the most valuable spaces, while trying to build your empire as efficiently as possible.

The game ends when one flotilla has buildings in all spaces, a player has just one building left, you reach the depths of the dive



cards, or you run out of cleanup tokens. Players each get a final turn, and then tally scores with the included scorepad. Whoever has the most points wins!

The game includes a ton of variability. You'll never see all of the Specialist cards in a single game, and all of the flotilla tiles are double sided, letting you play a game with either the A sides, or the B sides. When you play with B sides, you also include a deck of Decree cards that change the rules of the game. Only one is active at a time, but with clever play you can take advantage of the new rule, while changing the decree before your opponent can do the same!



Seastead is great head-to-head, but it also features a challenging solo mode where you try to take on a wealthy, powerful Boss for control. The Boss doesn't act like another player, but instead sends resources and buildings directly to various locations, sometimes claiming a space right from under your nose! To win, you'll have to earn more points than the boss, who gets 3 points for each building he places, plus a 20-point head start!

With 32 custom meeples, dual-layer player boards and more, Seastead looks great on the table, without taking up a lot of space. While it offers a lot of weighty decisions, it still plays in a quick 30 minutes. With all of the challenge and variety that Seastead offers, you'll want to match wits with your rival again and again.

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# EATILE ESTAGAME OF ARMORED COMBAT



CATA

**WWW.CATALYSTGAMELABS.COM** 

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Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintipos to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page — Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

#### **UNDERSTANDING CONTRAST - PT. 2**

Picking a color scheme for your models can be incredibly tough, particularly if you are determined to steer clear of the color schemes presented by miniatures companies. I'm going to start out by suggesting that your color schemes consist of no more than three main colors, and that most other colors used should be neutral colors like white, grey, black, and brown.

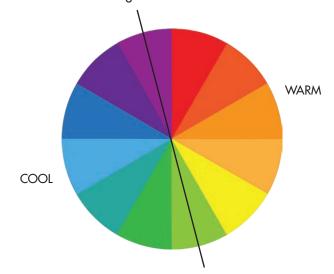
One of the most important thing to consider when making your choices is Contrast — the act of emphasizing the differences of two or more things.

Contrast can take a number of forms that we'll talk about in this and future articles, but these forms include Hue, Tone, Saturation, Temperature, Texture, and Finish. Last episode we looked at Hue and Tone. In this episode we'll focus on Saturation and Temperature.

•Saturation Contrast - saturation has to do with the intensity or purity of the color (hue) or it's lack of purity. When a hue is mixed with white, grey, or black it starts to lose its purity as seen in the example below. If all of your colors have the same levels of saturation that might seem to garish if they are all highly saturated, or too dull if they are all desaturated (like you might



find in WW2 camouflage schemes). One way to enhance a sense of contrast in your color scheme is to use varying levels of saturation. The next time you are browsing the paint racks at your local store, take the time to see how saturated or desaturated a color might be.



• Temperature Contrast - temperature has to do with the "feel" of a hue. Is it warm or cool? Colors like reds, oranges and yellows are warm, while blue is cool. Purples and greens are generally thought of as cool, but can tend towards the warm middle of the spectrum. Contrasting your temperatures can be as simple as using blue next to a warm color or as complex as deciding that your green should tend towards the blue rather than the yellow ends of the hue.



Photo from games-workshop.com

Returning to the Dark Angels scheme from Warhammer 40,000, when we look at it in terms of Saturation contrast we see that the red is saturated, but the dark green is desaturated. from a Temperature point of view, however, we can see that most of the scheme is warm—red, bone, and green highlighted with yellows.



Both these Adeptus Mechanicus Skitarii (top) and Lamenters Space Marines (above) from Warhammer 40,000 have warm, saturated hues as their main colors — red and yellow. To create contrast, their glowing weapons have been painted in a tinted (desaturated) cool hue — blue.



This playful, juvenile Stegasaurus model from Bombshell Miniatures has been painted with saturated warm colors and desaturated greens. While the green has quite a bit of yellow in it, blue has been introduced to the shading around the plates.



This post-apocalyptic mini (from Heroforge) is painted in fairly desaturated hues, but a pop of saturated color in the form of the purple belt works well against the yellow-tinted shirt.

#### MIXING UP YOUR HIGHLIGHT COLORS FOR EFFECT

It can be easy to fall into a habit of using the same approach to highlighting particular colors. For example, you might think that highlighting black should always be done with grey. Well, something to keep in mind is that you canadjust the colors you use to highlight others, dependent upon the other colors in your scheme.

In the color scheme for this pious Sister of Battle, her warm golden brazier with warm orange fire is offset with a deep, cool green highlights on her black robes.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and



genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

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#### SUPER CATS (USO CG134723)

From USAopoly/The OP, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"





3 - 6 Players

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PΙ

As most of you know, we review games from a 2-player perspective. When we received Super Cats, we thought it was 2-player but the box showed 3-6, so we were not sure what we should do. After debating, we decided to try and play it anyway, so we could at least get a feel for it. The premise of the game is charming! First, you must transform your cats into Super Cats! Then your Super Cat team must defeat a terrible Ro-Bo-Dog!!! Haha! I will say we both agreed this is an excellent game for kids, but it could also be a quick filler game between more complicated games, or a game you can take with you when on a plane or anytime you have to wait for something and need to kill some time.

#### **GAME PLAY**

There are two rounds of the game that go extremely fast. The first round is simple. Everyone at the same time says "Supercats!" and holds up their hand either showing no fingers or 1-5 fingers. The

player that has the highest number shown wins that round and uses the activation card with that number in the middle of the table. How we did it is we said our right hand was the top row cat card player, and our left hand was the bottom row cat card player. When you use an activation card, you do an action:

No fingers = you can transform 2 of your cats to super cats by turning over the card

One finger = you can convert one and use two hands next turn (this was a bit difficult with our trying to do a two/fourplayer game as we only have two hands...

2 or 3 fingers = you can transform one of your cats

Four fingers = you change one of your

cats and flip another players cat card

Five fingers = you change one of your cats, and you must play a number 2 next round



Once all five of your cats are transformed. you win that round. Everyone else's cats go back in the box. One of Phil's cat clans won!

For round 2, that player battles the Robo-Dog! The players who are not the cat winner are now all playing as the dog. The same type of play except we all say Robo-Dog each round

and hold up a hand of fingers. If the hero player puts a number up unique from the other players, they can discard that many cards from the Robo-Dog puzzle (12 in all). If they raise a number identical to other players, their attack fails, and then they have to flip as many super cats back to ordinary cats as people they matched. Since Jane was playing three players against Phil, we decided to do it with sixsided dice. Phil rolled one die, and Jane rolled 3. We used #6 as the "no fingers" and took a chance with that. Normally if the hero holds up no fingers, he/she gets to flip over any cards that were changed back to normal cats.

He won and managed to defeat Robo-Dog pretty quickly, though. A very cute little game that took very little time to learn and adapt to a two-player mode, and little time to play! Again, an excellent game for younger kids, for sure!

#### **SETUP**

There is a deck of cards that consist of:

- 30 cat cards in 6 suits each player gets a set of 5 cat cards to start with
- b) Six activation cards that are placed in the middle of the table (they are numbered 0-5)
- 12 Robo-Dog cards that are puzzle pieces that make the Roc) bo-Dog enemy
- Silvercat and Goldencat cards that are only used for a 5 or 6 d) player game, so we did not use them



Since we were only two players, we decided to take two sets of 5 cat cards each to start the game — Basically playing two players each, which we have done for other games. The cat cards are laid out in front of you with the "normal" cat side up (the backside of the card represents the Super Cat).

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



### DO YOU NEED MORE BOARD GAME CONTENT?



















# STARFINDER RPG: DECK OF MANY WORLDS (PZO 7414) & STARFINDER RPG: FLIP-TILES - SPACE STATION STARTER SET (PZO 7501)

From Paizo Publishing, reviewed by John and Issac Kaufeld

3 - 6 Players

🤼 8 & U

Not Applicable

\$19.99/\$34.99

In the futuristic universe of *Starfinder*, players can experience an endless number of fantastical and unique planets, all teeming with curious, exotic, and often dangerous species and locations.

But before the player characters can launch their explorations, some trusty game master needs to imagine, create, and design everything.

From the atmospheres and occupants of a system's planets to the twists and turns of an all-too-innocent-looking space station's corridors, creating the concepts and maps for every adventure takes an incredible imginative investment.

Two new tools from Paizo will definitely lighten that creative load. With the Deck of Many Worlds

and the Filp-Tiles Space Station Starter Set, a GM with a few minutes to spare can invent anything from a whole solar system to an abandoned space station without breaking a sweat.

Let's take a closer look at top things you need to know about these official *Starfinder* accessories.

#### MANY WORLDS IN A DECK

It's incredibly difficult to create, design, and populate a whole star system of unique planets. It's apparently so hard that even our real solar system of eight (or nine — we're rooting for you, Pluto) planets has four made up mostly of gasses. Talk about running out of ideas quickly.

Thankfully, this is where the Deck of Many Worlds comes into play.

The deck allows you to create a nearly unlimited number of unique and amazing planets, all immediately open for exploration and adventure. And you do it by drawing and matching cards.

#### **LAYING OUT THE CARDS**

The majority of the 110-card deck consists of double-sided cards showing a planet type and general options on one side, with a race, creature, general description, and an innovative attribute key on the other. The rest of the cards explain what the various entries mean and how to use the deck.

Creating a planet is simple. Draw a random card for the planet type, such as "terrestrial world" for example. That starts you with gravity, atmosphere, biomes, and an inventive story hook for developing your stories.

Next, draw another card and filp it to the race/creature/attribute side. Line up the attribute bar next to the planet card to see the planet's approach to technology, alignment, religion, magic use, and internal conflict. Boom — instant planet, complete with population and problems!

#### TO SPACE (STATIONS) AND BEYOND

Now that you know about the planets, it's time to populate them with places of interest. For that, turn to the *Starfinder Flip-Tiles Space Station Starter Set*.

This boxed set contains 42 double sided full-color map tiles. Mix and match these 6" square tiles to create mazes of corridors, staterooms, labs, and recreation areas.

Feel free to sketch in furniture, crates, or destroyed areas because the tiles use the same marker-resistant coating as Paizo's maps. Use your choice of wet, dry, and even permanent markers, because they all come off the tiles. It's as close to magic as we get these days.

As the GM, you can use the tiles to create whatever sort of station you want. Float it in the atmosphere of a gas giant that's incapable of supporting a surface settlement. Place it into orbit around mineral rich world where corporations and guilds squabble over mining rights. Make it a planet-side outpost on a lush jungle planet where pretty much everything wants to kill the player characters. Whatever kind of station you want, you can map it with these.

# STARFINDS OF THE START OF STAR

#### **MORE TILES TO COME**

If you like the idea of the mix-and-match map filp-tile system, Paizo has a lot of treats in store through the coming year.

The Space Station Starter Set gets the "Emergency" expansion sometime in fall 2020. The preview art shows a giant reactor throwing off bolts of electricity which immediately filled my evil GM story-telling brain with dangerous ideas.

The City Starter Set is also

expected in fall 2020, followed later in the year by the City Hazards expansion. Judging by the preview art, these will be every bit as gorgeous and engaging as Paizo's regular double-sided map packs.

Rounding out the offerings in early in 2021, we have the Alien Planet Starter Set, which promises to give GMs a flexible way to lay out planet-side encounters. Regardless, we're looking forward to it.

#### **VERDICT**

There's plenty to like about both of these accessory packs. The Space Station Starter Set flip-tiles come in a box large enough to store both this set and future expansions, so Paizo is obviously planning ahead. The set also comes with six divider tabs to keep your tiles neatly organized by set or by how you plan to use them in your scenarios.

The Deck of Many Worlds will find a home with every Starfinder player, as well as aspiring science fiction writers. Anyone can use the deck to build a planet, stock a solar system, flesh out a character's backstory, or add an interesting plot hook to a new world.

We highly recommend both sets. Pick them up and turn your creativity loose!

John Kaufeld often frets about whether the word meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





# YPTOZOIC CERBERUS ENGINE

### **DECK-BUILDING GAMES**



Rebirth is a new evolution of the DC Deck-Building Game, breaking fresh ground by adding linked Campaign Scenarios, character progression, and movement between iconic locations from the DC Universe!

**AVAILABLE NOW!** 



PLAYERS 1-4 | AGES 15+ | PLAYTIME 1 HOUR



The Epic Spell Wars world you love, now in deck-building form! With Mayhem Events, Familiars, Legends, Wizards, Spells, Creatures, Treasure, and Wild Magic, Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON Deck-Building Game delivers an Epic Spell Wars experience unlike anything vou've seen before!

**AVAILABLE NOW!** 



WIZARDS 2-5 | AGES 17 + | PLAYTIME 45 MINS - 1 HOUR



CHECK OUT CRYPTOZOIC'S ENTIRE LINE OF FULLY COMPATIBLE CERBERUS ENGINE DECK-BUILDING GAMES AT CRYPTOZOIC.COM











#### **BOB'S BURGERS BELCHER FAMILY FOOD FIGHT (USO PA006443)**

From USAopoly/The OP, reviewed by Brian Herman

YP	8 & Up	#	3 - 6 Players
Ø	10 - 15 Minutes	8	PI

"You're my family and I love you, but you're terrible. You're all terrible." - Bob

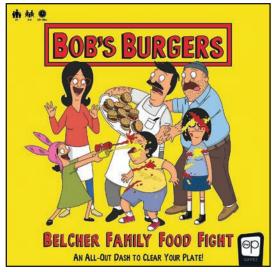
A great board game is like a good burger, a combination of simple elements come together to create something more; the result is pure bliss for everyone involved. Sometimes I've found that the games I have really enjoyed more than anything were the simplest, easy to pick up games that I have relished playing over and over with family and friends. USAOpoly has several intellectual properties under their belt that they can make into games, but the moment I saw Bob's Burgers: Belcher Family Food Fight, I knew it was going to be in my collection. I absolutely adore the wacky hijinks of the cartoon about the Belcher family and their struggling burger restaurant, and I knew a kid friendly game in which all players take on a different persona in an all-out family food fight would be an instant hit in this household.

#### "You should know when you hold hands with me, you are holding hands with everything I've ever eaten." - Gene

Game setup and gameplay is simple. Each player is given a "plate", a stack of ingredient tokens, and a set of 3 dice. A "griddle" mat is set in the center of the play area, and a pile of  $\tilde{"}$ golden spatulas" is placed off to the side to represent victory points for each round. Each round, someone yells "1,2,3, food fight!" and all players simultaneously begin the game. The object is to clear your plate by slinging food to either the griddle or the other players by rolling the 3 dice and following the instructions with what comes up. The first die is the max number of items that can be passed to a location: either 1,2, or 3. The second die is what kind of food can be passed: either tomato, patty, bun, lettuce, cheese, or the player's choice. The third die indicates what direction the item(s) can be passed in: either left, right, the grill, or the player's choice. Each player rolls in real time, grabbing food tokens and passing them as the dice instruct as fast as he can until a single player's plate is clean. The first to an empty plate receives a golden spatula, and the first player to get three golden spatulas wins the game. There are other game modes included, but they are mostly just variations on this theme of frantic real time dice rolling and food slinging until a victory condition is met.

"We can make this work. We can work out a dating wheel, just like a chore wheel. Let's put the try in triangle." - Tina





Every time I've showed someone this game, the response I've gotten from the description above has been almost an incredulous "Is that it?" followed by an insane amount of giggling as the first round gets underway. Players rolling dice, tossing tokens from their plate as fast as they can with exclamations of consternation "MORE cheese? I just got rid of my cheese!" can easily be overheard as the laughter echoes through the game room. For such a simple concept, Belcher Family Food Fight has never once failed to deliver joy and smiles, whether it's being played with kids or seasoned gamers. That to me is the mark of taking simple ingredients and turning them into something magical.

#### "Turns out dad has been putting murdered cows in our hamburgers." - Louise

Speaking of ingredients, this being a USAOpoly game, I fully expected the production values to be incredible and I wasn't disappointed. The "plate" and "grill" mats, the food and spatula tokens, the custom dice, and the box itself are incredibly sturdy and will hold up for many games with Bob and crew. In addition, little zipped baggies are included for every single element of the game, which is always a nice touch when included; I love that USAOpoly doesn't expect my spatulas and burger fixings to go sliding around together every time I pull the box off the shelf.

"It's okay. History's dumb. Everyone knows it. It's like, been there, done that." - Linda

I can't say enough nice things about *Belcher Family Food Fight*, from the fun gameplay to the top-notch production values, the game has been an instant hit in this household. Fun, it seems, is not measured by complexity, but is instead something simple. Just a few basic ingredients and some laughter.

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.







#### **DUNGEON ACADEMY (USO DA130000)**

From USAopoly/The OP, reviewed by Thomas Riccardi

YP	10 & Up	#	1 - 6 Players
Ø	20 Minutes	8	PI

From a young age, you 've trained to be an adventurer; whether

it be unleashing mystical forces at your foes, to using a variety of weapons, you've worked hard to prove your mettle. Now, you are one step closer to your goal as you prepare to graduate from the Dungeon Academy. This is the most renowned institution in the realm and the adventurers who have graduated from here have gone on to achieve greater gold and glory.

Will you graduate or fall to the denizens of the dungeon? This is the setting of *Dungeon Academy* from The Op.

Dungeon Academy is designed to be played with 1-6 players, and this fast-paced game will have you exploring a dungeon, fighting monsters, and gaining potions. First, you will need to figure out what difficulty you are playing at. Next, you need to set up the game board, which will be your dungeon.

Once the board is set up, players will randomly draw a hero card out of the ten available heroes, ranging from a mighty warrior to a mystical wizard. Each of the heroes has various bonuses whether it is swapping potions or defeating enemies without losing Health or Mana. Once everyone has their hero, sixteen dice are rolled and then arranged in a flat 4 x 4 grid.

Once you have the layout, it is time for you to trace a path through the dungeon. When doing so, there are three golden rules that you should keep in mind:

- You must start your path through the dungeon in one of the outer rooms, and you must finish in one of the outer rooms; you cannot start nor finish inside the dungeon
- The rooms are connected horizontally and vertically therefore you cannot move diagonally through the dungeon
- You cannot move through the same room twice (since everything is on a grid, it should be easy to navigate through the dungeon)

After you've navigated through the dungeon, you need to take one of the markers that were put down alongside the table. They are labelled one through six and these designate the order of who's finished the dungeon. Put those aside for later as now each player will now resolve their path through the dungeon.

There are monsters in the dungeon which can cost your hero Health and Mana as you come across them, but there are also potions which can regenerate Health or Mana as well. However, you need to act quickly and plan accordingly; if you venture too deep, or go too far, you may not make it out!

Once everyone has their path you will use resolve each of the paths through the dungeon. Your Hero will lose Health and/or Mana as they encounter vile creatures in the dungeon, and/or gain Health and Mana as your Hero discover potions. You then tally up the amount of glory your Hero has gained from fighting monsters as well as from Loot and Hero cards as well as resolving any of the quests you can complete at the bottom of your sheet.

There are three ways to fail the dungeon: if you break one of the golden rules, go into negative numbers on either Health or Mana (0 is fine), or you do not get to exit the dungeon in time. If you fail you do not score any glory, achieve a quest, or collect any loot from that dungeon. However, you do recover to your full Health and Mana.



The game lasts four rounds, and things will get more complicated at the start of level 2 with the introduction of Labyrinth dice. These dice block off certain parts of the dungeon or can cause you to either lose or gain a Glory point. A boss die is introduced in the final round, along with even more powerful enemies, a Dead End (cannot move through this room), a chest which gives you Glory and a Key you MUST move have to exit the dungeon.

Once the last round is played, tally up all the Glory points and the one who has the most is the winner of the game (or in event of a tie whoever exited the final level first wins).

Dungeon Academy is an easy to play, fast paced and fun game either solo or with a group of your friends. For more information on this and other games head over to <a href="https://theop.games/">https://theop.games/</a> and get ready to enter the dungeon.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

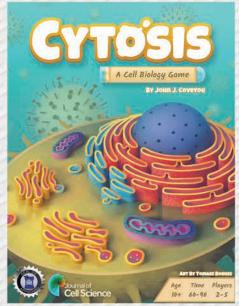


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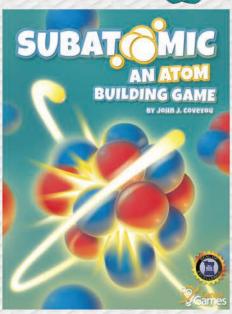
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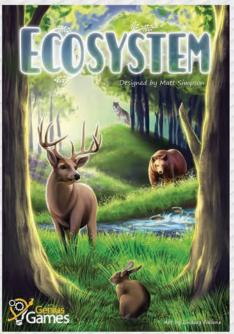














#### **Greetings GTM Fans!**

For our September issue, Game Trade Magazine and Game Trade Media are teaming up with Genius Games to bring you an exciting giveaway!

One lucky winner will receive the above games courtesy of the great team at Genius Games. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on August 25th and will close on September 21st so don't wait! Already a fan of Game Trade Magazine and Game Trade Media on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

# ENTER TO WIN!!! www.GTMGiveaway.com





#### CONSIDER YOURSELF LEGALLY DISCLAIMED

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. Game Trade Magazine, Game Trade Media, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in Game Trade Magazine and/or Game Trade Media without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. Game Trade Magazine, Game Trade Media, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. This space for rent.

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IF YOU LIKED RACCOON TYCOON, you're going to LOVE IZard MZARD Available at all FLGS Q4 2020



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Welcome to Spyfest, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as – a memorable historical or fictional character – before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

In Spyfest, the most creative and ingenious team wins, so stay on your toes!

- Standalone spin-off of international smash hit Spyfall series
- 70+ highly detailed and hilarious illustrations
- 2 teams, up to 10 players
  - Identity Fictional and Non-Fictional Characters





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